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THE JOURNAL OF STRATEGIC STUDIES GROUP

Issue 9

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- ***Reach for the Stars*** Advanced Rules plus a special bonus for disk subscribers
- **Gilberts Strike** - a scenario for ***Carriers at War***
- **South Mountain** - a scenaric for the ***Decisive Battles Game System***
- **The American Civil War** - part one of an historical overview

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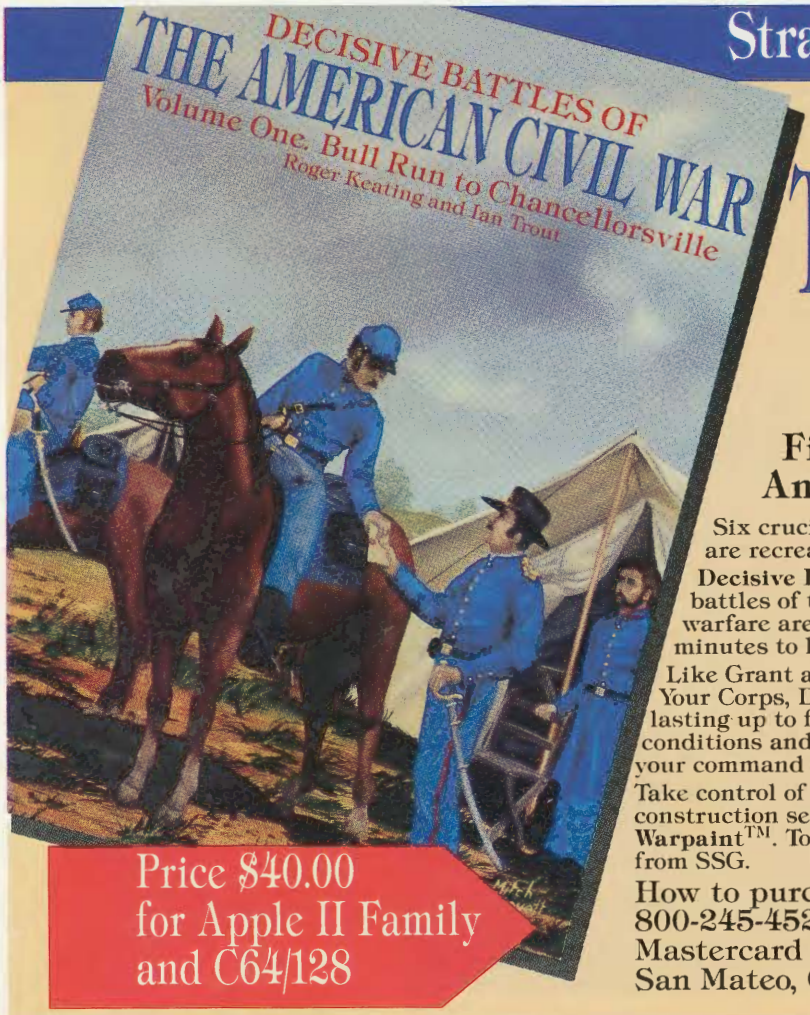

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Vol. 1 Bull Run to Chancellorsville

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Run 5

Issue 9
January, 1988

Editor's Chance 2
Notes, Work in Progress. . .

Letters to the Editor 3
Readers have their say. . .

The Q Store 4
Have a look at our special offers

Gilberts Strike 5
Playing with history. . .

Rommel Previewed 19
Inside our newest game

Scenario Updates for Battlefront 20
Four older scenarios brough up to scratch

Reach for the Stars Advanced Game 23
Special bonus for disk subscribers

South Mountain 27
Hill holds the hill. . .

The American Civil War 34
History reviewed (Part 1)

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EDITOR'S CHANCE

Late again! We'll try and catch up a little with the next issue. We plan to include another *Decisive Battles* scenario, a *Battlefront Game System* scenario and a revised order of battle for the campaign game in *Russia*. As well as the revised OB there will be a list of suggested changes which can be made with the design kit that will make for a much tougher computer opponent, especially when the human player has chosen to command all three Army Groups or Theatres. The second part of our Civil War article will be included and another of the older *Battlefront Game System* scenarios will be upgraded.

REACH FOR THE STARS

All versions of *Reach for the Stars* (3rd ed.) are, at last, completed. Apple II and C64, Amiga and Macintosh, IIgs and IBM are all on sale. The IBM version supports just about every graphics interface - EGA, CGA, MCGA, VGA, Hercules and comes with both 5.25" and 3.5" disks in the package.

It is not copy protected. In fact, we have done away with copy protection on all our products. It looks great, especially in EGA mode. The Amiga and IIgs versions are the best graphic presentations we have done and make the most of the unique features of those machines.

As promised, disk subscribers will find the new Apple II or C64 disk included with their scenario disks. The rules for the advanced game, and a brief description of the new menu system, can be found page 23. Owners of earlier edition copies of *Reach for the Stars* can upgrade to the Apple II or C64 3rd edition for just $20.00. How to do this is explained on page 4.

ROMMEL

Also just released are the Apple II and C64 versions of ***Rommel,*** *Battles for North Africa.* Eight terrific scenarios have been compiled from this theatre using the continually evolving *Battlefront Game System*. A summary of the battles included, and the game itself, is on page 19.

SCENARIO NOTES

Several people have commented that the first volume of *Decisive Battles* did not include any scenario notes. We apologize for the omission; it was a combination of oversight and publication pressure before Christmas. By way of compensation, we have specifically included concise battle descriptions for each of the game's scenarios with the Civil War historical article beginning on page 34. The second volume will not repeat the error. The very positive reception of our Civil War game system has led us to consider a third volume in the series. We'll make a decision, one way or another, on this in the next month or so.

PLAY-BY-MAIL

We have received a number of letters, as well as telephone calls, encouraging us to produce *play-by-mail* versions of our master disk. There are no great problems involved in modifying a disk to restrict information access and we think the idea is a good one. Such modified master disks would sell for $15-$20. If you are interested in play-by-mail disks, drop us a line.

SSG GOES ONLINE

SSG is now online with Compuserve and Applelink. If you want product support, answers to general questions or just to say hello, you can contact us on the network addresses below.

Compuserve: Gregor Whiley - 72040, 34

Applelink: Strategic Studies Group - AUST0161

WORK IN PROGRESS

In February, SSG welcomed aboard Malcolm Power as a full-time researcher and game developer. Being last man on, of course, he is the one who gets the jobs nobody else wants. Right now we have several game projects under way, with special emphasis on the IBM and 16 bit range of machines.

Danny Stevens is developing the *Battlefront Game System* for the Macintosh and a screen illustration of the partially completed map creation routines accompanies this editorial. We expect to produce a very powerful map design

Continued on page 21

LETTERS TO THE EDITOR

We had originally scheduled a Design Notes feature for Decisive Battles of the American Civil War to be included in this issue. Then this letter came along. While it is always gratifying to receive praise from satisfied customers, it is particularly so when the reasons for the writer's satisfaction are in agreement with your own.

The writer is Robert D. Williams and except for a small amount of editing, the letter is complete. The numbers in parentheses refer to some designer's notes which accompany the letter.

Gentlemen,

Having recently purchased you latest release, *Decisive Battles of the American Civil War (Vol 1)*, I wanted to write to tell you how much I have enjoyed playing it and how superb a game I believe it to be. Although I have found all of your previous designs to be not only very enjoyable but also excellent simulations, until this game came out you had published nothing but World War II titles. This being a subject of which I know but little, I had some trepidation that when you at last designed a game on a period with which I was thoroughly familiar - such as the Civil War - that I would be disappointed in the result, since I would have the requisite knowledge to pick at every detail. However, I am pleased to say that my fears have proven to be quite unfounded. The few faults I have so far encountered are certainly to be blamed not upon poor design but rather upon the limitations imposed by writing for a 64K machine.

I could not help but compare this game with the efforts of SSI on the same subject. SSI lost. Your game is so much easier and shorter to play. You cannot imagine what a relief it was to be able to *order formations* around instead of laboriously *moving every single unit* around the map, plotting each individual combat, and trying to keep track of where all the various leaders were. And what a pleasure to be able to re-fight the Battle of Antietam in a little over two hours instead of *thirty-three*! I have played four of your scenarios in less time than it took me to play a single game in the SSI series.

Such ease of play is undoubtedly to be attributed principally to the new command control and leader rating systems you have developed for this game combined with the menu system of all your previous designs. The result is a game system which is not only easy to use, but which re-creates in a most realistic fashion the atmosphere of a Nineteenth Century battlefield.

The frustration of having to remain attached to some subordinate's headquarters to ensure the execution of your orders, while your presence is needed urgently elsewhere on the field, the relief of knowing that a particular officer is so competent that he can be left alone, the necessity of ordering up individual brigades in a critical part of the field have never before been simulated in a game. It is a triumph.

The new combat routines that you have developed for this game are probably the second most important aspect of the success of your simulation. I am bound to admit, however, that I was at first somewhat disappointed in them; it occurred so fast and so little seemed to happen that it appeared as simplistic as the old Avalon Hill board games from the 60's. But as I played more and read over the instruction manual more carefully, I began to appreciate not only the complexity of the routines, but their realism. If there is any flaw in them, it is that there is so little period flavour in what happens on the screen, but this, unfortunately, is actually realistic; the commanding general would have regarded combat in just the fashion it is represented in the game - a clash of arms and a result. SPI board games of necessity (and SSI computer games by choice) concentrate on the minutiæ of combat and by forcing players to deal with them, create a feeling for the tactics of the Civil War battlefield; but is is not the proper concern of the army, and you were perfectly correct to leave it all to the computer to handle.

Two aspects of the combat system that particularly pleased me were your handling of cavalry and the skirmish order. Though I was not so pleased initially with the mechanism which prohibits artillery from firing in the turn after it has moved. I doubt it would take a Civil War artillery battery fifteen minutes to set up, so requiring it to remain silent for an hour seemed to me a bit harsh (1). However, I am now persuaded that this is not so great a flaw after all; I have always found in the SPI board games that it is exceedingly difficult for the attacker to make effective use of his artillery, while the defender is able to employ his quite readily. Your mechanism addresses this effect quite handily.

I must also compliment you on your maps. At first they, like the combat system, required a little getting used to, but once my mind had adjusted to the difference in scale between your maps and those of SPI (to which I am more accustomed), and once I had the opportunity to compare them with the maps in the OR Atlas, I was very impressed with their accuracy - especially since they were compiled several thousand miles away.

Although I might offer a great many proofs of the excellence of this game as a simulation, I believe the single most convincing evidence thereof is to be found in the casualties shown at the end of the scenarios. The great flaw in nearly every wargame I have ever played, whether computer, board or miniatures, is the excessive number of casualties usually incurred by the end of the game. I have compared the casualty levels recorded by the computer for all four of the scenarios I have played so far with the actual casualties incurred by the real armies in the historical battles; in nearly every instance they have been within a few hundred of the historical figures, and in those instances where they differed significantly, the historical figures were the *higher* ones. To me this is the strongest possible proof of the validity of the system. I have played many games which realistically

Continued on page 22

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REACH FOR THE STARS
UPGRADE
At last. ***Reach for the Stars*** (3rd Ed.) is completed. If you own a second edition copy of the game, you can upgrade it to third edition **(Apple II or C64 version)**. Issue 8 contains a strategy article on the new RFTS. You must enclose the front page of the second edition rulebook and the original disk to be eligible for the upgrade.

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GILBERTS STRIKE

19th - 26th November, 1943

A Scenario for Carriers at War

By Kenneth G. Wastrack

One role of conflict simulations is to examine how various situations might have developed if circumstances were different from the historical conditions. This scenario represents one of those situations. The scenario description is written from the viewpoint of just such different circumstances.

Three specific changes from history are assumed. The carrier planes from CarDiv 1 were not sent to Rabaul to participate in the air battles there in October. CarDiv 2 was equipped with trained aircrews and available for action; not training new aircrews near Singapore. The heavy cruisers in TGs 3 and 4 were not sent to Rabaul where they all sustained considerable damage from air strikes.

Historically, the Japanese were in no position to respond effectively to the invasion of the Gilberts; with these assumptions implemented, they can make a go of it.

THE SITUATION

It is late 1943. For the first two years of the Pacific War, the United States Navy was too weak to directly take the offensive against the Imperial Japanese Navy. But now the American advantages in production capability have begun to take effect and the fleet is ready to begin the advance through the Central Pacific Ocean towards the Philippine Islands and then onto Japan.

For the Allies, the past year has been one of slow advances in the Southwest Pacific, where the Japanese have been battered and pushed back in the Solomon Islands and New Guinea. While there have been some major naval losses, the advances have been essentially land campaigns within range of land-based aircraft.

Unfortunately, if the war continues at this pace, it could take ten years more to reach Japan. However, the prospects are bright for speeding up the pace and taking the war to Japan itself. The massive naval forces that the United States has assembled should now enable the long strides that are necessary to bring the war to a quicker conclusion.

Now is the time to strike in the Central Pacific. Now, while the Japanese are still reeling from their recent losses and while they are still preoccupied with the Southwest Pacific campaign. The first step

AMERICAN ORDER OF BATTLE

NAVAL FORCES

TASK FORCE 0 (Pownall)

Task Group 1

2 CV - Yorktown**, Lexington
1 CVL - Cowpens
3 DD

Task Group 2

1 CV - Enterprise*
2 CVL - Belleau Wood, Monterey
3 DD

Task Group 3

2 CV - Essex*, Bunker Hill
1 CVL - Independence
1 CLA - Oakland (CLA95)
3 DD

Task Group 4

1 CV - Saratoga*
1 CVL - Princeton
2 CLA - San Diego (CLA53), San Juan (CLA54)
4 DD

Task Group 5

2 BB - Washington (BB56), South Dakota* (BB57)
3 DD

Task Group 6

3 BB - North Carolina* (BB55), Indiana (BB58), Massachusetts (BB59)
3 DD

Task Group 7

3 CA - Pensacola* (CA24), Salt Lake City (CA25), Chester (CA27)
2 DD

TASK FORCE 1 (Turner)

Task Group 8

1 APA**
3 APA
1 AKA
6 DD

Task Group 9

4 BB - Pennsylvania (BB38), New Mexico* (BB40), Idaho (BB41), Mississippi (BB42)
4 CA - New Orleans (CA32), Minneapolis (CA36), San Francisco (CA38), Baltimore (CA68)
6 DD

Task Group 10

3 CVE - Liscombe bay*, Coral Sea, Corregidor
1 AM
4 DD

TASK FORCE 2 (Hill)

Task Group 11

1 APA**
11 APA
3 AKA
2 AM
8 DD

Task Group 12

3 BB - Tennessee (BB43), Colorado (BB45), Maryland* (BB46)
2 CA - Portland (CA33), Indianapolis (CA35)
2 CL - Mobile (CL63), Santa Fe (CL60)
9 DD

Task Group 13

5 CVE - Sangamon*, Suwanee, Chenango, Barnes, Nassau
5 DD

AIR FORCES

NAVAL AIR

Yorktown - 36 F6F-3, 36 SBD-5, 18 TBF-1
Lexington - 36 F6F-3, 36 SBD-5, 18 TBF-1
Enterprise - 36 F6F-3, 36 SBD-5, 18 TBF-1
Essex - 36 F6F-3, 36 SBD-5, 18 TBF-1
Bunker Hill - 36 F6F-3, 33 SB2C-1, 18 TBF-1
Saratoga - 36 F6F-3, 24 SBD-5, 18 TBF-1
Cowpens - 36 F6F-3, 9 TBF-1
Belleau Wood - 39 F6F-3, 9 TBF-1
Monterey - 24 F6F-3, 9 TBF-1
Independence - 27 F6F-3, 9 TBF-1
Princeton - 24 F6F-3, 9 TBF-1
Liscombe Bay - 15 FM-1, 12 TBM-1
Coral Sea - 15 FM-1, 12 TBM-1
Corregidor - 15 FM-1, 12 TBM-1
Sangamon - 12 F6F-3, 9 SBD-5, 9 TBF-1
Suwanee - 12 F6F-3, 9 SBD-5, 9 TBF-1
Chenango - 12 F6F-3, 9 SBD-5, 9 TBF-1
Barnes - 21 F6F-3
Nassau - 21 F6F-3

LAND-BASED AIR

Theatre 0 (Hoover)

Funafuti - 30 F4U-4, 30 B-24J, 24 SBD-5, 12 PBY-5
Nukufetau - 30 F4U-4, 30 B-24J, 24 SBD-5, 12 PBY-5
Nanomea - 30 F4U-4, 30 B-24J, 24 SBD-5, 12 PBY-5

Theatre 1 (Airsols)

Munda - 30 F4U-4, 30 P-38H, 39 SBD-5, 15 B-25H, 21 TBF-1, 12 PBY-5
Guadalcanal - 39 F6F-3, 30 P-40H, 60 B-24J, 21 B-25H, 30 TBF-1, 60 SBD-5
Tulagi - 24 PBY-5

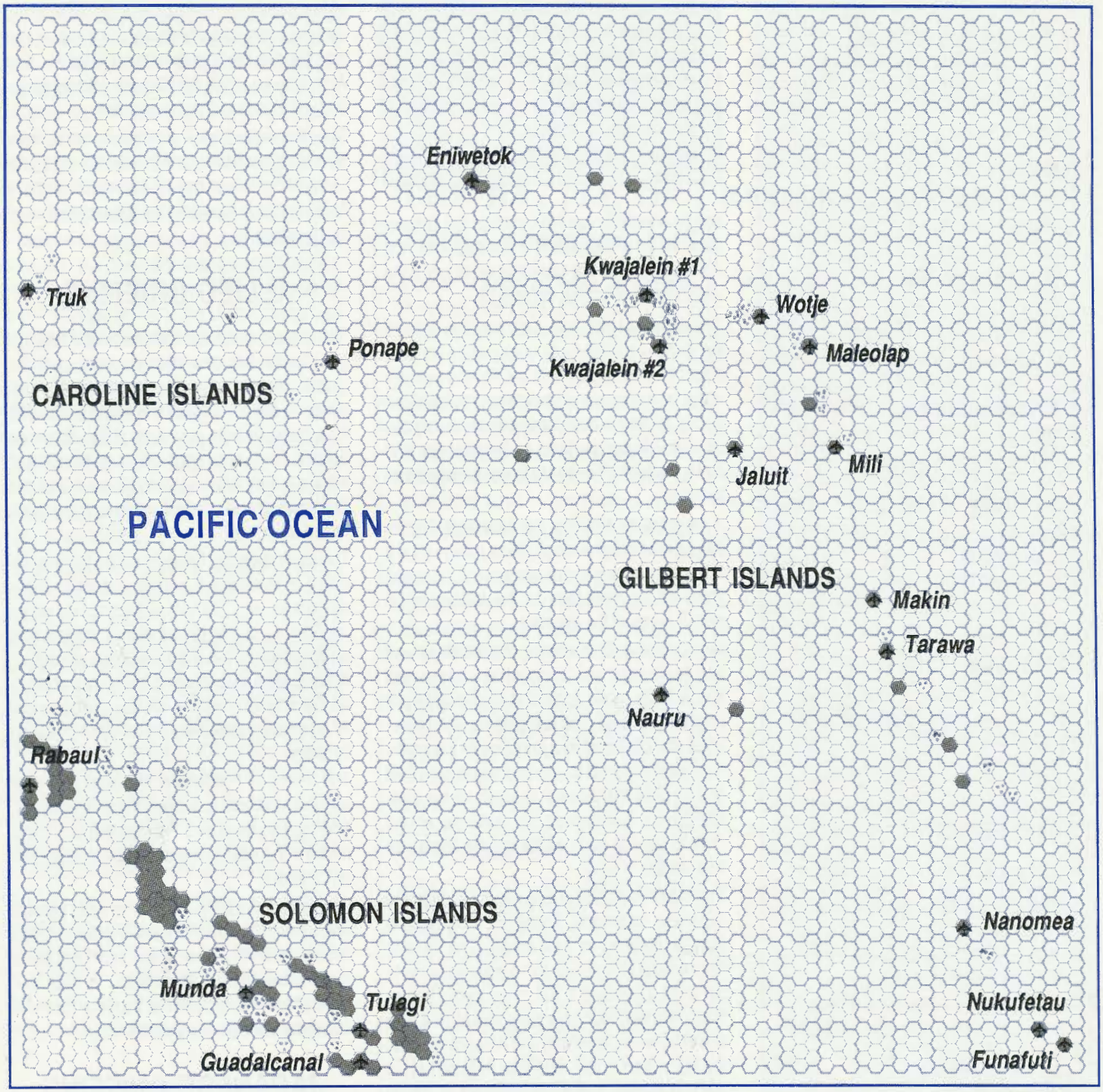
will be the invasion and conquest of the Gilbert Islands.

For the Japanese, the Allied advances in the Southwest Pacific have been a severe drain on the Empire's resources. Although the Marshall, Gilbert and Caroline Islands have been stripped of aircraft to reinforce the air forces at Rabaul, the key island bases have been heavily fortified and are defended by first class troops. Furthermore, since the American Navy began conducting carrier raids on outlying areas in early September, the fleet has been concentrated at Truk in anticipation of an amphibious assault in the Gilberts or Marshalls area.

The American plan is fairly simple; assault Tarawa and Makin Atolls with overwhelming force, win a quick decision, and withdraw vulnerable naval support forces before the enemy fleet can intervene. The 27th Army Infantry Division (approx. 6,500 men) will assault Makin (approx. 800 men) while the reinforced 2nd Marine Division (approx. 18,600 men) assaults Tarawa (approx. 4,500 men).

Combined covering forces including seven old battleships and eight escort carriers will provide a preliminary bombardment followed by close support as needed. In addition, a separate force including 11 fast carriers and 5 fast battleships will provide distant protection against interven-

GILBERTS STRIKE



SCENARIO 11
Gilberts Strike
19-26 Nov, 1943

ALLIED BASES - Funafuti, Nukufetau, Nanomea, Munda, Guadalcanal

JAPANESE BASES - Rabaul, Truk, Ponape, Eniwetok, Kwajalein, Wotje, Maleolap , Jaluit, Mili, Nauru

JAPANESE ORDER OF BATTLE

NAVAL FORCES

TASK FORCE 0 (Ozawa)

Task Group 1 (21st Nov)

2 CV -
Shokaku**, Zuikaku
1 CVL - Zuiho
1 CL - Noshiro (CL22)
4 DD

Task Group 2 (21st Nov)

2 CV - Junyo*, Hiyo
1 CVL - Ryuho
1 CL - Yahagi (CL24)
4 DD

TASK FORCE 1 (Kurita)

Task Group 3 (21st Nov)

3 BB - Yamato (BB8), Musashi (BB7), Nagato (BB6)
4 CA - Atago** (CA9), Takao (CA12), Chokai (CA10), Maya (CA11)
4 DD

Task Group 4 (21st Nov)

1 BB - Fuso (BB1)
2 BC - Haruna (BC1), Kongo (BC4)
4 CA - Kumano (CA13), Suzuya (CA16), Chikuma* (CA17), Mogami (CA15)
4 DD

AIR FORCES

NAVAL AIR

Shokaku - 27 A6M5a, 27 D4Y1, 18 B6N1, 6 D4Y1C
Zuikaku - 27 A6M5a, 27 D4Y1, 18 B6N1, 6 D4Y1C
Zuiho - 6 A6M5a, 15 A6M5b, 9 B6N1
Junyo - 18 A6M5a, 9 A6M5b, 18 D4Y1, 6 B6N1
Hiyo - 18 A6M5a, 9 A6M5b, 18 D3A2, 6 B6N1
Ryuho - 18 A6M5a, 9 A6M5b, 6 B6N1

LAND-BASED AIR

Theatre 0 (Koda)

Rabaul #1 - 39 A6M5a, 51 G4M3, 15 H8K2
Rabaul #2 - 39 A6M5a, 24 B6N1
Truk - 78 A6M5a, 24 G4M3, 15 H8K2
Ponape - 9 A6M5a, 9 B6N1
Eniwetok - 9 A6M5a, 9 B6N1
Kwajalein #1- 9 A6M5a, 9 G4M3
Kwajalein #2- 312 H6K5
Wotje - 9 A6M5a, 9 G4M3
Maleolap - 9 G4M3
Jaluit - 12 H8K2
Mili - 9 A6M5a, 9 B6N1
Nauru - 9 A6M5a, 9 B6N1

tion by enemy forces from outside the Gilberts area. While a fleet action is not expected, the American forces are confident of victory if the Japanese fleet comes out to fight.

The Japanese plan is also simple. The defending ground forces must hold out as long as possible. Fleet and air units will then be concentrated for a massive strike against the American forces. While it is hoped that a major victory can be won, the real purpose of this strategy is to make the assault as costly to the Americans as possible.

If the price for invading the Japanese Empire can be made high enough, there may well be a chance for a negotiated settlement. At worst, there will be more time for the fortification of critical areas of the Empire.

As November 20th dawns, American aircraft and battleships are bombarding Tarawa and Makin Atolls, while Army and marine units are preparing to land. The fast carriers and battleships are deployed in a crescent to the north, northwest and west to intercept any enemy fleet and air units that attempt to break up the invasion forces. Submarines are stationed around Truk to provide early warning if the Japanese fleet sorties in force.

This massive display of force does not deter the Japanese command. There has long been a plan to respond to this attack. The fleet is readied and all units will sortie early on November 21st. Tarawa is 1,300 miles away. Sometime in the next four days there should be a fleet action between Japanese and American forces. If a major part of the Japanese fleet can avoid the fast carriers and battleships, an attack on the invasion forces is possible from November 25th.

THE SCENARIO

This scenario covers the period between the initial invasions of Tarawa and makin by American forces and the end of Japanese resistance on Tarawa. During this time, the covering forces were standing by and would have been vulnerable to Japanese fleet action. After this time, the Japanese fleet would have found empty ocean and been subject to air attacks from the new American bases in the Gilberts. Victory or defeat will take less then seven days.

The American Order of Battle is taken from Morrison (see Bibliography) while the Japanese Order of Battle is an estimate of what might have been available based on the assumptions used in this scenario.

ALLIED BRIEFING

The drive through the Central Pacific has begun. For the first time since the war began, the United States has assembled enough naval power to directly assault the island bases that form the defensive perimeter of the Japanese Empire. For the past year, the main Allied line of advance has been in New Guinea and the Solomon Islands, always within range of land-based air-power.

The assault on the Gilberts will be beyond the range of land-based aircraft, except for long-range bombers. The bulk of the air cover will be provided by carrier-based aircraft; the first time an operation of this scale has been attempted. A successful assault could be the first of many on the way to Tokyo; a failure could discredit Allied strategy and delay the advance on Japan by years.

The forces of Turner and Hill must stay near Makin and tarawa to support the ground troops. Nothing can be allowed to interfere with these forces if the islands are to be taken, especially at Tarawa.

Pownall's fast carrier task force must prevent enemy naval forces from striking the invasion forces. Pownall's fleet is the strongest battle force assembled in the Pacific to date and substantially more powerful than any force the Japanese can throw against it.

JAPANESE BRIEFING

The Allies have begun an assault on the defensive perimeter around the Japanese Empire. The current defensive strategy requires the ground forces defending the outlying bases to hold out until sufficient fleet and air forces can be assembled to repel the enemy invasion forces.

GILBERTS - Bases

BASE NUMBER	1-23	1	2	3	4	5	6	10	11	12	13
BASE NAME	[11]	Nanomea	Nukufetau	Funafuti	Munda	Tulagi	Guadalcanal	Rabaul #1	Rabaul #2	Truk	Ponape
LOCATION	(x,y)	74,62	80,69	82,70	17,66	26,69	26,71	0,52	0,52	0,18	24,23
ASSIGNED SQNS	[10]	49,55, 62,72	48,54, 61,71	47,53, 60,70	46,52,56 64,66,69	50	51,57-59 63,65,67,68	96,100, 109	99,113	97,101, 102,110	103,114
HEAVY AA	0-31	10	10	10	15	10	20	10	10	10	5
LIGHT AA	0-31	10	10	10	15	10	20	10	10	15	8
SPOT NUMBER	0-31	8	8	8	17	2	25	10	8	12	3
DAM. STATUS	0-15	15	15	15	15	15	15	14	14	15	15
AIRSTRIP	0-7	7	7	7	7	0	7	7	6	7	6
RADAR	0-7	5	5	5	5	5	5	4	4	4	4
AA ACCURACY	0-3	3	3	3	3	3	3	2	2	2	2
DAM. CONTROL	0-3	3	3	3	3	3	3	3	3	3	3
THEATRE	0-1	0	0	0	1	1	1	0	0	0	0
ALLIED	Y/N	Y	Y	Y	Y	Y	Y	N	N	N	N
FIGHTER FAC.	Y/N	Y	Y	Y	Y	N	Y	Y	Y	Y	Y
BOMBER FAC.	Y/N	Y	Y	Y	Y	N	Y	Y	Y	Y	Y
PORT FAC.	Y/N	N	N	Y	N	Y	N	Y	Y	Y	N
SEARCH PAT.	Y/N	W-NE	SW-NW	S-NW	W-NE	W-NE	W-NE	NE-S	-	NE-S	NE-S

BASE NUMBER	1-23	14	15	16	17	18	19	20	21	22	23
BASE NAME	[11]	Eniwetok	Kwajalein 1	Kwajalein 2	Wotje	Maleolap	Jaluit	Mili	Makin	Tarawa	Nauru
LOCATION	(x,y)	35,10	49,18	50,22	58,20	62,22	56,29	64,29	67,39	68,43	50,46
ASSIGNED SQNS	[10]	104,115	105,111	95	106,116	112	98	107,117	-	-	108,118
HEAVY AA	0-31	5	10	10	8	5	5	8	2	3	6
LIGHT AA	0-31	5	10	10	6	5	5	8	2	3	6
SPOT NUMBER	0-31	3	5	2	3	2	2	3	0	0	3
DAM. STATUS	0-15	15	15	15	13	15	15	15	0	0	15
AIRSTRIP	0-7	4	6	0	4	4	0	6	0	6	4
RADAR	0-7	3	4	4	4	3	3	4	0	0	4
AA ACCURACY	0-3	2	2	2	2	2	2	2	1	0	2
DAM. CONTROL	0-3	2	3	3	3	3	3	3	0	0	3
THEATRE	0-1	0	0	0	0	0	0	0	0	0	0
ALLIED	Y/N	N	N	N	N	N	N	N	N	N	N
FIGHTER FAC.	Y/N	Y	Y	N	Y	Y	N	Y	N	Y	Y
BOMBER FAC.	Y/N	N	Y	N	N	N	N	N	N	Y	N
PORT FAC.	Y/N	Y	N	Y	N	N	Y	N	N	N	N
SEARCH PAT.	Y/N	N-E	N-E	NE-S	NE-SE	E-S	E-S	N-SE	N-SE	NE-S	E-SW

GILBERTS - Briefing

NATIONALITY		AXIS	ALLIED
MORALE	0-3	3	0
PASSIVE ASW	0-3	1	1
FIRE CONTROL	0-3	2	1
INVASION MULT.	0-3	0	0
RADAR TECH.	0-3	0	2
AERIAL TORPS	0-3	3	2
SURF. TORPS	0-3	3	2
SUB. TORPS	0-3	3	0
ABORT DIRECT.	0-7	7	2

NATIONALITY		AXIS	ALLIED
SURPRISED	Y/N	N	N
PARA-FRAGS	Y/N	N	N
CLEAR MAP PTS	Y!	Y	Y
COASTWAT. #1	(x,y)	68,43	74,62
COASTWAT. #2	(x,y)	67,39	67,39
COASTWAT. #3	(x,y)	64,29	11,61
COASTWAT. #4	(x,y)	56,29	16,65
ANCHOR PT #1	(x,y)	-	-
ANCHOR PT #2	(x,y)	-	-

The air battles in the Solomon Islands have greatly reduced the air forces that can be deployed to face this new threat. However, the fleet is still intact and can reach the invasion area in a few days. Losses are likely to be heavy, but a major victory over the enemy will disrupt his timetable and provide precious time to re-equip for the future.

Both Ozawa and Kurita have the same mission; disrupt or destroy the invasion fleets! With guile and luck, they may be able to dodge the Ameri-

Continued on p. 17

GILBERTS - Squadrons

SQUADRON #	1-126	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
PLANE TYPE	1-63	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	3
# OF AIRCRAFT	1-63	36	36	36	36	36	36	36	39	24	27	24	36	36	36	36	24	33
EXHAUSTION	0-7	7	7	7	7	7	6	7	7	7	7	6	7	7	7	7	6	7
EXPERIENCE	0-3	2	2	2	2	2	3	2	2	2	2	3	2	2	2	2	3	2
ADMIN	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
RECON OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
NIGHT OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
CARRIER OPS	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y

SQUADRON #	1-126	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
PLANE TYPE	1-63	4	4	4	4	4	4	4	4	4	4	4	5	5	5	1	1	1
# OF AIRCRAFT	1-63	18	18	18	18	18	18	9	9	9	9	9	15	15	15	12	12	12
EXHAUSTION	0-7	7	7	7	7	7	6	7	7	7	7	6	6	6	6	6	6	6
EXPERIENCE	0-3	2	2	2	2	2	3	2	2	2	2	3	2	2	2	2	2	2
ADMIN	0-3	3	3	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2
RECON OPS	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	N	N	N	N	N
NIGHT OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
CARRIER OPS	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y

SQUADRON #	1-126	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
PLANE TYPE	1-63	1	1	6	6	6	4	4	4	2	2	2	7	7	7	7	7	1
# OF AIRCRAFT	1-63	21	21	12	12	12	9	9	9	9	9	9	12	12	12	12	24	39
EXHAUSTION	0-7	5	5	6	6	6	6	6	6	6	6	6	7	7	7	7	7	5
EXPERIENCE	0-3	1	1	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3
ADMIN	0-3	1	1	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3
RECON OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	Y	Y	Y	Y	Y	N
NIGHT OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	Y	Y	Y	Y	Y	N
CARRIER OPS	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	N	N	Y	N	N

SQUADRON #	1-126	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68
PLANE TYPE	1-63	8	8	8	8	9	10	11	11	11	11	11	12	12	4	4	2	2
# OF AIRCRAFT	1-63	30	30	30	30	30	30	30	30	30	30	30	21	15	30	21	30	30
EXHAUSTION	0-7	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
EXPERIENCE	0-3	3	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3
ADMIN	0-3	3	3	3	3	3	3	3	3	3	3	2	3	3	3	3	3	3
RECON OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
NIGHT OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
CARRIER OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N

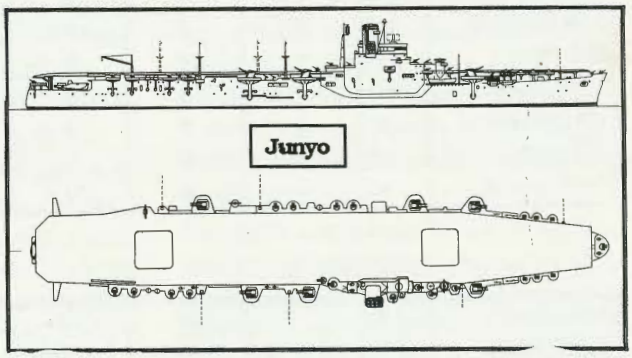
SQUADRON #	1-126	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85
PLANE TYPE	1-63	2	2	2	2	30	30	30	30	30	30	32	32	32	31	31	31	31
# OF AIRCRAFT	1-63	39	24	24	24	27	27	6	18	18	18	27	27	18	15	9	9	9
EXHAUSTION	0-7	5	6	6	6	5	5	5	5	5	5	5	5	5	5	5	5	5
EXPERIENCE	0-3	3	3	3	3	2	2	2	1	1	1	2	2	1	2	1	1	1
ADMIN	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
RECON OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
NIGHT OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
CARRIER OPS	Y/N	N	N	N	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y

SQUADRON #	1-126	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102
PLANE TYPE	1-63	35	35	35	35	35	35	34	33	33	37	38	38	38	30	30	30	30
# OF AIRCRAFT	1-63	18	18	9	6	6	6	18	6	6	12	15	15	9	39	39	39	39
EXHAUSTION	0-7	5	5	5	5	5	5	5	6	6	7	7	7	7	5	5	6	6
EXPERIENCE	0-3	2	2	2	1	1	1	1	3	3	3	3	3	3	3	3	3	3
ADMIN	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
RECON OPS	Y/N	N	N	N	N	N	N	N	Y	Y	Y	Y	Y	Y	N	N	N	N
NIGHT OPS	Y/N	N	N	N	N	N	N	N	N	N	Y	Y	Y	Y	N	N	N	N
CARRIER OPS	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	N	N	N	N	N	N	N

GILBERTS - Squadrons (cont.)

SQUADRON #	1-126	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119
PLANE TYPE	1-63	30	30	30	30	30	30	39	39	39	39	35	35	35	35	35	35	36
# OF AIRCRAFT	1-63	9	9	9	9	9	9	51	24	9	9	24	9	9	9	9	9	6
EXHAUSTION	0-7	4	4	4	4	4	4	4	6	6	6	5	5	5	5	5	5	7
EXPERIENCE	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
ADMIN	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
RECON OPS	Y/N	N	N	N	N	N	N	Y	Y	Y	Y	N	N	N	N	N	N	Y
NIGHT OPS	Y/N	N	N	N	N	N	N	Y	Y	Y	Y	N	N	N	N	N	N	N
CARRIER OPS	Y/N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N

SQUADRON #	1-126	120	121	122	123	124	125	126
PLANE TYPE	1-63	36	36	36	36	36	36	36
# OF AIRCRAFT	1-63	3	3	3	3	3	3	3
EXHAUSTION	0-7	7	7	7	7	7	6	7
EXPERIENCE	0-3	3	3	3	3	3	3	3
ADMIN	0-3	3	3	3	3	3	3	3
RECON OPS	Y/N	Y	Y	Y	Y	Y	Y	Y
NIGHT OPS	Y/N	N	N	N	N	N	N	N
CARRIER OPS	Y/N	N	N	N	N	N	N	N



GILBERTS - Plane Types

PLANE NUMBER	1-63	1	2	3	4	5	6	7	8	9	10	11
PLANE TYPE	[5]	F6F-3	SBD-5	SB2C1	TBF-1	FM-1	TBM-1	PBY-5	F4U-4	P-38H	P-40H	B-24J
ROLE	0-2	0	1	1	1	0	1	2	0	0	0	1
CREW	0-5	0	1	1	2	0	2	4	0	0	0	5
RANGE (n,e,t)	0-31	4,7,9	6,7,10	7,7,9	7,9,12	3,5,7	7,9,12	17,22,26	3,5,7	1,4,6	1,3,4	7,10,16
ALT. (h,m,l)	0-3	3,3,3	0,3,3	0,3,3	0,3,3	2,3,2	0,3,3	0,1,3	3,3,1	3,3,1	3,3,3	1,3,2
CRUIS. SPEED	0-15	7	6	7	7	7	7	5	9	13	13	9
BOMB LOAD	0-63	4	4	4	7	1	7	14	7	7	2	43
CHAR. (f,v,m,p)	0-7	5,5,5,4	3,4,4,1	4,4,4,2	2,4,4,1	5,4,5,3	2,4,4,1	3,2,0,0	5,5,6,6	5,4,4,5	5,4,6,4	6,5,0,2
ALLIED	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
CARRIER	Y/N	Y	Y	Y	Y	Y	Y	N	N	N	N	N
SEAPLANE	Y/N	N	N	N	N	N	N	Y	N	N	N	N
TORPEDO	Y/N	N	N	N	Y	N	Y	Y	N	N	N	N
NIGHT	Y/N	N	N	N	N	N	N	Y	N	N	N	N
ANTI-SUB.	Y/N	N	N	N	N	N	N	N	N	N	N	N

PLANE NUMBER	1-63	12	30	31	32	33	34	35	36	37	38	39
PLANE TYPE	[5]	B-25H	A6M5a	A6M5b	D4Y1	D4Y1c	D3A2	B6N1	F1M2	H6K5	H8K2	G4M3
ROLE	0-2	1	0	0	1	2	1	1	2	2	2	1
CREW	0-5	3	0	0	1	1	1	2	1	5	5	4
RANGE (n,e,t)	0-31	6,8,9	4,7,9	3,5,6	4,8,9	8,8,9	6,7,9	4,8,10	3,3,4	14,24,26	12,22,24	7,11,13
ALT. (h,m,l)	0-3	0,2,3	3,3,2	3,3,2	2,3,3	2,3,3	3,3,2	1,3,3	2,3,3	2,3,2	1,3,3	2,3,3
CRUIS. SPEED	0-15	10	10	10	12	12	8	9	7	7	8	9
BOMB LOAD	0-63	10	1	2	3	0	3	6	1	6	15	8
CHAR. (f,v,m,p)	0-7	6,5,1,1	4,2,7,4	4,4,7,4	2,2,5,3	2,2,5,4	2,2,5,1	1,3,3,2	2,2,5,0	3,3,0,0	5,4,0,2	4,3,1,2
ALLIED	Y/N	Y	N	N	N	N	N	N	N	N	N	N
CARRIER	Y/N	N	Y	Y	Y	Y	Y	Y	N	N	N	N
SEAPLANE	Y/N	N	N	N	N	N	N	N	Y	Y	Y	N
TORPEDO	Y/N	N	N	N	N	N	N	Y	N	Y	Y	Y
NIGHT	Y/N	N	N	N	N	N	N	N	N	Y	Y	N
ANTI-SUB.	Y/N	N	N	N	N	N	N	N	N	N	N	N

GILBERTS - Ship Classes

SHIP CLASS #	1-63	1	2	3	4	5	6	7	8	9	10
CLASS NAME	[8]	CV 1925	CV 1936	CV 1942	CVL1942	BB 1915	BB 1917	BB 1919	BB 1920	BB 1940	BB 1941A
ALLIED	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
SEAPLANE	Y/N	N	N	N	N	N	N	N	N	N	N
SHIP TYPE	0-4	0	0	0	0	1	1	1	1	1	1
MAXIMUM SPEED	0-45	33	33	33	32	0	0	0	0	28	28
DISPLACEMENT	0-31	17	10	14	6	12	13	13	15	18	18
HEAVY AA	0-31	8	8	12	0	16	12	12	8	20	20
LIGHT AA	0-31	6	5	14	12	10	5	0	4	4	14
ARMOUR	0-15	6	4	4	0	14	14	14	15	12	12
PRIMARY GUNS	0-15	0	0	0	0	10	12	12	8	9	9
SEC. GUNS	0-15	4	4	6	0	8	6	6	5	4	8
TORP. TUBES	0-15	0	0	0	0	0	0	0	0	0	0
VULNERABILITY	0-7	1	1	2	2	4	4	5	5	6	6
ANTI-SUB	0-7	0	0	0	0	0	0	0	0	0	0
TORP. LOADS	0-3	0	0	0	0	0	0	0	0	0	0

SHIP CLASS #	1-63	11	12	13	14	15	16	17	18	19	20
CLASS NAME	[8]	BB 1941B	CA 1929A	CA 1929B	CA 1931	CA 1933	CA 1942	CLA1941	DD 1934	DD 1935A	DD 1936B
ALLIED	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
SEAPLANE	Y/N	N	N	N	N	N	N	N	N	N	N
SHIP TYPE	0-4	1	1	1	1	1	1	2	2	2	2
MAXIMUM SPEED	0-45	28	33	33	33	33	33	33	37	37	39
DISPLACEMENT	0-31	18	5	5	5	5	7	3	1	1	1
HEAVY AA	0-31	16	8	8	8	8	12	16	5	8	4
LIGHT AA	0-31	12	1	0	1	1	15	8	1	2	1
ARMOUR	0-15	12	3	3	2	5	6	4	0	0	0
PRIMARY GUNS	0-15	9	10	9	9	9	9	0	0	0	0
SEC. GUNS	0-15	10	0	0	0	0	6	8	3	4	2
TORP. TUBES	0-15	0	0	0	0	0	0	8	12	8	15
VULNERABILITY	0-7	6	2	3	3	3	6	4	3	4	2
ANTI-SUB	0-7	0	0	0	0	0	0	0	1	0	2
TORP. LOADS	0-3	0	0	0	0	0	0	1	1	1	1

SHIP CLASS #	1-63	21	22	23	24	25	26	27	28	29	30
CLASS NAME	[8]	DD 1938A	DD 1938B	DD 1939	DD 1942	AM 1942	APA1943	AKA1943A	AKA1943B	SS 1929	SS 1935
ALLIED	Y/N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
SEAPLANE	Y/N	N	N	N	N	N	N	N	N	N	N
SHIP TYPE	0-4	2	2	2	2	2	4	4	4	3	3
MAXIMUM SPEED	0-45	39	35	35	35	18	0	0	0	17	19
DISPLACEMENT	0-31	1	1	1	1	0	5	5	3	2	1
HEAVY AA	0-31	4	5	5	5	1	2	1	1	0	0
LIGHT AA	0-31	1	1	1	4	1	2	2	1	1	1
ARMOUR	0-15	0	0	0	1	0	0	0	0	0	0
PRIMARY GUNS	0-15	0	0	0	0	0	0	0	0	0	0
SEC. GUNS	0-15	2	3	3	2	0	0	0	0	2	1
TORP. TUBES	0-15	15	8	10	10	0	0	0	0	10	8
VULNERABILITY	0-7	3	3	4	6	1	2	2	1	3	3
ANTI-SUB	0-7	1	1	1	3	0	0	0	0	0	0
TORP. LOADS	0-3	1	1	1	1	0	0	0	0	3	3

GILBERTS - Ship Classes (cont.)

SHIP CLASS #	1-63	31	32	33	34	35	36	37	40	41	42
CLASS NAME	[8]	SS 1937	SS 1938	SS 1941	CVE1939	CVE 1941	CVE1943	CL 1941	CV 1939	CV 1941	CVL1935
ALLIED	Y/N	Y	Y	Y	Y	Y	Y	Y	N	N	N
SEAPLANE	Y/N	N	N	N	N	N	N	N	N	N	N
SHIP TYPE	0-4	3	3	3	0	0	0	2	0	0	0
MAXIMUM SPEED	0-45	21	21	21	0	0	0	33	34	26	28
DISPLACEMENT	0-31	1	1	1	10	5	4	6	12	11	6
HEAVY AA	0-31	0	0	0	2	2	2	12	16	12	8
LIGHT AA	0-31	1	1	1	4	2	4	9	5	3	1
ARMOUR	0-15	0	0	0	0	0	0	5	9	0	0
PRIMARY GUNS	0-15	0	0	0	0	0	0	0	0	0	0
SEC. GUNS	0-15	1	1	1	1	1	1	15	8	6	4
TORP. TUBES	0-15	8	8	10	0	0	0	0	0	0	0
VULNERABILITY	0-7	3	4	5	1	1	2	5	2	0	1
ANTI-SUB	0-7	0	0	0	0	0	0	0	0	0	0
TORP. LOADS	0-3	3	2	2	0	0	0	0	0	0	0

SHIP CLASS #	1-63	43	44	45	46	47	48	49	50	51	52
CLASS NAME	[8]	CVE1933	BB 1914	BB 1919	BB 1940	BC 1912	CA 1930	CA 1934	CA 1937	CL 1941	DD 1936
ALLIED	Y/N	N	N	N	N	N	N	N	N	N	N
SEAPLANE	Y/N	N	N	N	N	N	N	N	Y	N	N
SHIP TYPE	0-4	0	1	1	1	1	1	1	1	2	2
MAXIMUM SPEED	0-45	27	25	25	27	30	34	35	35	35	35
DISPLACEMENT	0-31	6	16	17	29	15	6	6	6	3	1
HEAVY AA	0-31	8	8	8	12	8	8	8	8	2	6
LIGHT AA	0-31	5	2	3	4	3	2	2	2	7	1
ARMOUR	0-15	0	12	11	15	8	5	6	6	1	0
PRIMARY GUNS	0-15	0	12	8	9	8	10	10	8	0	0
SEC. GUNS	0-15	4	14	9	12	14	4	4	4	6	3
TORP. TUBES	0-15	0	0	0	0	0	15	12	12	8	8
VULNERABILITY	0-7	1	3	2	5	4	4	3	5	3	4
ANTI-SUB	0-7	0	0	0	0	0	0	0	0	2	2
TORP. LOADS	0-3	0	0	0	0	0	2	2	2	2	2

SHIP CLASS #	1-63	53	54	55	56	57	58	59			
CLASS NAME	[8]	DD 1938	DD 1941A	DD 1941B	DD 1942	SS 1939B	SS 1941A	SS 1941B			
ALLIED	Y/N	N	N	N	N	N	N	N			
SEAPLANE	Y/N	N	N	N	N	N	N	N			
SHIP TYPE	0-4	2	2	2	2	3	3	3			
MAXIMUM SPEED	0-45	35	35	33	40	24	14	24			
DISPLACEMENT	0-31	1	1	2	1	1	0	1			
HEAVY AA	0-31	6	6	4	6	0	0	0			
LIGHT AA	0-31	1	1	1	1	1	1	1			
ARMOUR	0-15	0	0	0	0	0	0	0			
PRIMARY GUNS	0-15	0	0	0	0	0	0	0			
SEC. GUNS	0-15	3	3	4	3	1	0	1			
TORP. TUBES	0-15	8	8	4	15	6	4	6			
VULNERABILITY	0-7	5	5	5	4	5	4	5			
ANTI-SUB	0-7	2	4	4	2	0	0	0			
TORP. LOADS	0-3	2	2	2	1	3	2	3			

GILBERTS - Other Ships

SHIP NUMBER	1-215	1	2	3	4	5	6	7	8	9	10	11	12	13	14
PENNANT #	[5]	BB 38	BB 40	BB 41	BB 42	BB 43	BB 45	BB 46	BB 55	BB 56	BB 57	BB 58	BB 59	CA 24	CA 25
SHIP CLASS	1-63	5	6	6	6	7	8	8	9	9	10	10	10	12	12
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	3	3	3	3	3	3	3	3	3	3	3	3	3	3
DAM CONT.	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
AA ACCUR.	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
TASK GROUP	1-23	9	9	9	9	12	12	12	6	5	5	6	6	7	7
SUB. PATROL	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEPTH	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPEED	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

SHIP NUMBER	1-215	15	16	17	18	19	20	21	22	23	24	25	26	27	28
PENNANT #	[5]	CA 27	CA 33	CA 35	CA 32	CA 38	CA 68	CL 60	CL 63	CLA53	CLA54	DD348	DD351	DD353	DD354
SHIP CLASS	1-63	13	14	14	15	15	16	37	37	17	17	18	18	18	18
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	3	3	3	3	3	3	3	3	3	3	2	2	2	2
DAM CONT.	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
AA ACCUR.	0-3	3	3	3	3	3	3	3	3	3	3	2	2	2	2
TASK GROUP	1-23	7	12	12	9	9	9	12	12	4	4	13	9	8	13
SUB. PATROL	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEPTH	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPEED	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

SHIP NUMBER	1-215	29	30	31	32	33	34	35	36	37	38	39	40	41	42
PENNANT #	[5]	DD355	DD360	DD380	DD401	DD406	DD407	DD408	DD410	DD411	DD413	DD414	DD417	DD492	DD598
SHIP CLASS	1-63	18	19	20	20	21	21	21	22	22	22	22	22	23	23
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	2	2	2	2	2	2	2	2	2	2	2	2	2	2
DAM CONT.	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
AA ACCUR.	0-3	2	2	2	2	2	2	2	2	2	2	2	2	2	2
TASK GROUP	1-23	13	9	9	9	4	4	4	10	12	8	12	10	12	11
SUB. PATROL	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEPTH	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPEED	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

SHIP NUMBER	1-215	43	44	45	46	47	48	49	50	51	52	53	54	55	56
PENNANT #	[5]	DD602	DD607	DD608	DD619	DD445	DD446	DD447	DD448	DD449	DD500	DD501	DD502	DD521	DD531
SHIP CLASS	1-63	23	23	23	23	24	24	24	24	24	24	24	24	24	24
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	2	2	2	2	2	2	2	2	2	2	2	2	2	2
DAM CONT.	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
AA ACCUR.	0-3	2	2	2	2	2	2	2	2	2	2	2	2	2	2
TASK GROUP	1-23	12	12	12	4	2	2	2	1	1	12	12	11	8	11
SUB. PATROL	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEPTH	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPEED	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

GILBERTS - Other Ships (cont.)

SHIP NUMBER	1-215	57	58	59	60	61	62	63	64	65	66	67	68	69	70
PENNANT #	[5]	DD532	DD533	DD544	DD545	DD554	DD573	DD574	DD575	DD576	DD581	DD582	DD588	DD589	DD547
SHIP CLASS	1-63	24	24	24	24	24	24	24	24	24	24	24	24	24	24
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	2	2	2	2	2	2	2	2	2	2	2	2	2	2
DAM CONT.	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
AA ACCUR.	0-3	2	2	3	2	2	2	2	2	2	2	2	2	2	2
TASK GROUP	1-23	11	10	9	6	10	11	11	11	11	1	5	8	5	13
SUB. PATROL	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEPTH	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPEED	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

SHIP NUMBER	1-215	71	72	73	74	75	76	77	78	79	80	81	82	83	84
PENNANT #	[5]	DD659	DD660	DD661	DD667	DD669	DD546	DD631	DD642	DD468	CLA95	CA 36	DD349	DD350	AM110
SHIP CLASS	1-63	24	24	24	24	24	24	24	24	24	17	15	18	18	25
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	2	2	2	2	2	2	2	2	2	3	3	2	2	1
DAM CONT.	0-3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
AA ACCUR.	0-3	2	2	2	2	2	2	2	2	2	3	3	2	2	2
TASK GROUP	1-23	12	3	3	3	13	6	7	7	5	3	9	9	9	10
SUB. PATROL	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEPTH	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPEED	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

SHIP NUMBER	1-215	85	86	88	89	90	91	92	93	94	95	96	97	98	99
PENNANT #	[5]	AM109	AM108	APA12	APA 9	APA50	APA32	APA 3	APA10	APA 8	APA25	APA 6	APA 2	APA16	APA49
SHIP CLASS	1-63	25	25	26	26	26	26	26	26	26	26	26	26	26	26
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	10	9	7	9	10	10	9	10	9	10	10	7
RADAR	0-7	1	1	0	0	0	0	0	0	0	0	0	0	0	0
DAM CONT.	0-3	3	3	2	2	2	2	2	2	2	2	2	1	2	2
AA ACCUR.	0-3	2	2	1	1	1	1	1	1	1	1	1	1	1	1
TASK GROUP	1-23	11	11	8	8	8	8	11	11	11	11	11	11	11	11
SUB. PATROL	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEPTH	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPEED	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

SHIP NUMBER	1-215	100	101	102	103	104	105	106	107	110	111	112	113	114	115
PENNANT #	[5]	APA11	APA31	APA 1	APA51	AKA 7	AKA 3	AKA19	AKA20	SS167	SS179	SS183	SS190	SS191	SS196
SHIP CLASS	1-63	26	26	26	26	27	27	28	28	29	30	31	32	32	32
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	4	9	4	7	7	6	6	6	1	0	0	0	0	0
RADAR	0-7	0	0	0	0	0	0	0	0	1	1	1	1	1	1
DAM CONT.	0-3	2	2	2	2	2	2	2	2	3	3	3	3	3	3
AA ACCUR.	0-3	1	1	1	1	1	1	1	1	2	2	2	2	2	2
TASK GROUP	1-23	11	11	11	11	8	11	11	11	-	-	-	-	-	-
SUB. PATROL	(x,y)	-	-	-	-	-	-	-	-	70,46	64,25	52,25	58,31	13,19	13,22
SUB. DEPTH	0-7	-	-	-	-	-	-	-	-	1	2	2	2	2	2
SUB. SPEED	0-7	-	-	-	-	-	-	-	-	1	2	2	2	2	2
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

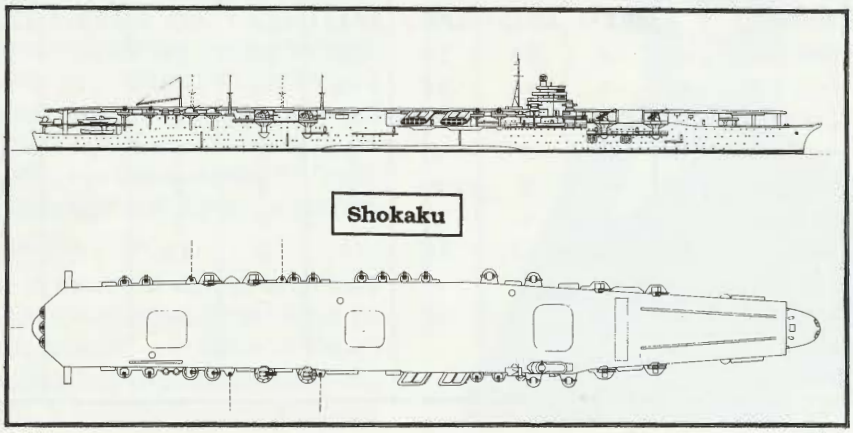
GILBERTS - Other Ships (cont.)

SHIP NUMBER	1-215	116	117	118	119	150	151	152	153	154	155	156	157	158	159
PENNANT #	[5]	SS200	SS226	SS263	SS308	BB 1	BB 6	BB 7	BB 8	BC 1	BC 4	CA 9	CA 10	CA 11	CA 12
SHIP CLASS	1-63	33	33	33	33	44	45	46	46	47	47	48	48	48	48
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	1	1	1	1	1	1	2	2	1	1	1	1	1	1
DAM CONT.	0-3	3	3	3	3	2	2	2	2	3	3	3	3	3	3
AA ACCUR.	0-3	2	2	2	2	2	2	2	2	2	2	2	2	2	2
TASK GROUP	1-23	-	-	-	-	4	3	3	3	4	4	3	3	3	3
SUB. PATROL	(x,y)	1,19	52,46	1,19	1,19	-	-	-	-	-	-	-	-	-	-
SUB. DEPTH	0-7	2	1	2	2	-	-	-	-	-	-	-	-	-	-
SUB. SPEED	0-7	2	1	2	2	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	120	121	122	123

SHIP NUMBER	1-215	160	161	162	163	164	165	166	167	168	169	170	171	172	173
PENNANT #	[5]	CA 13	CA 15	CA 16	CA 17	CL 22	CL 24	DD 77	DD 88	DD 91	DD 99	DD101	DD105	DD106	DD113
SHIP CLASS	1-63	49	49	49	50	51	51	52	53	53	53	53	54	54	454
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	1	1	1	2	1	1	0	0	0	0	0	0	0	0
DAM CONT.	0-3	3	3	3	3	2	2	2	2	2	2	2	2	2	2
AA ACCUR.	0-3	2	2	2	2	2	2	2	2	2	2	2	2	2	2
TASK GROUP	1-23	4	4	4	4	1	2	2	3	2	2	2	1	3	1
SUB. PATROL	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEPTH	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. SPEED	0-7	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SEA. SQN	[1]	126	124	125	119	-	-	-	-	-	-	-	-	-	-

SHIP NUMBER	1-215	174	175	176	177	178	179	180	181	190	191	192	193	194	195
PENNANT #	[5]	DD119	DD120	DD125	DD131	DD135	DD142	DD145	DD147	SS 1	SS 2	SS 3	SS 4	SS 5	SS 6
SHIP CLASS	1-63	54	54	54	55	55	55	55	56	57	57	57	57	58	58
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15	15	15	15	15
CARGO	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0
RADAR	0-7	0	0	0	0	0	0	0	0	0	0	0	0	0	0
DAM CONT.	0-3	2	2	2	2	2	2	2	2	2	2	2	2	2	2
AA ACCUR.	0-3	2	2	2	2	2	2	2	2	2	2	2	2	2	2
TASK GROUP	1-23	1	1	3	4	4	4	4	3	-	-	-	-	-	-
SUB. PATROL	(x,y)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
SUB. DEPTH	0-7	-	-	-	-	-	-	-	-	7	7	7	7	6	6
SUB. SPEED	0-7	-	-	-	-	-	-	-	-	7	7	7	7	6	6
SEA. SQN	[1]	-	-	-	-	-	-	-	-	-	-	-	-	-	-

SHIP NUMBER	1-215	196	197	198	199
PENNANT #	[5]	SS 7	SS 8	SS 9	SS 10
SHIP CLASS	1-63	58	58	59	59
DAM. STATUS	0-15	15	15	15	15
CARGO	0-15	0	0	0	0
RADAR	0-7	0	0	0	0
DAM CONT.	0-3	2	2	2	2
AA ACCUR.	0-3	2	2	2	2
TASK GROUP	1-23	-	-	-	-
SUB. PATROL	(x,y)	-	-	-	-
SUB. DEPTH	0-7	6	6	5	5
SUB. SPEED	0-7	6	6	5	5
SEA. SQN	[1]	-	-	-	-



GILBERTS - Weather

MAP SECTOR	[12]	1	2	3	4	5	6	7	8	9	10	11	12
CONDITION	0-3	1	3	0	0	0	0	0	0	1	1	0	1
DIRECTION	0-7	5	1	0	5	1	1	1	1	3	3	3	3
RELIABILITY	0-1	1	1	1	1	0	0	0	0	0	0	0	0

GILBERTS - Carriers

CARRIER NUM.	1-31	1	2	3	4	5	6	7	8	9	10
CARRIER NAME	[11]	Yorktown	Lexington	Enterprise	Essex	Bunker Hill	Saratoga	Cowpens	Belleau Wood	Monterey	Indep'dence
AIR CAPACITY	1-127	98	98	96	98	98	90	45	45	45	45
CLASS NUM.	1-63	3	3	2	3	3	1	4	4	4	4
TASK GROUP	1-23	1	1	2	3	3	4	1	2	2	3
ASSIGN. SQNS	[5]	1,12,18	2,13,19	3,14,20	4,15,21	5,17,22	6,16,23	7,24	8,25	9,26	10,27
SPOT NUMBER	0-31	9	9	8	9	9	7	5	5	5	5
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15
RADAR	0-7	4	4	4	4	4	4	3	3	3	3
DAM. CONTROL	0-3	3	3	3	3	3	3	3	3	3	3
AA ACCURACY	0-3	3	3	3	3	3	3	3	3	3	3

CARRIER NUM.	1-31	11	12	13	14	15	16	17	18	19	25
CARRIER NAME	[11]	Princeton	Lisc'be Bay	Coral Sea	Corregidor	Sangamon	Suwanee	Chenango	Barnes	Nassau	Shokaku
AIR CAPACITY	1-127	45	27	27	27	34	34	34	21	21	84
CLASS NUM.	1-63	4	36	36	36	34	34	34	35	35	40
TASK GROUP	1-23	4	10	10	10	13	13	13	13	13	1
ASSIGN. SQNS	[5]	11,28	29,37	30,38	31,39	32,40,43	33,41,44	34,42,45	35	36	73,79,86,93
SPOT NUMBER	0-31	5	2	2	2	4	4	4	3	3	7
DAM. STATUS	0-15	15	15	15	15	15	15	15	15	15	15
RADAR	0-7	3	3	3	3	3	3	3	3	3	2
DAM. CONTROL	0-3	3	3	3	3	3	3	3	3	3	3
AA ACCURACY	0-3	3	3	3	3	3	3	3	3	3	2

CARRIER NUM.	1-31	26	27	28	29	30
CARRIER NAME	[11]	Zuikaku	Zuiho	Junyo	Hiyo	Ryuho
AIR CAPACITY	1-127	84	30	53	53	31
CLASS NUM.	1-63	40	42	41	41	43
TASK GROUP	1-23	1	1	2	2	2
ASSIGN. SQNS	[5]	74,80,87,94	75,82,88	76,81,83,89	77,84,90,92	78,85,91
SPOT NUMBER	0-31	7	4	5	9	5
DAM. STATUS	0-15	15	15	15	15	15
RADAR	0-7	2	2	2	4	2
DAM. CONTROL	0-3	3	3	2	2	2
AA ACCURACY	0-3	2	2	2	2	2

Continued from p. 9

can fast carriers and battleships and strike a telling blow.

VICTORY

Allied Victory - 500 points more than the Japanese. This outcome postulates such great losses to the Japanese Navy that it will not be a significant force for the remainder of the war.

Japanese Victory - More points than the Allied player or all ships in Allied TF 11 are sunk or removed.; i.e. the break-up of the Tarawa invasion force. This outcome postulates that American losses are so high that the Pacific campaign is severely delayed.

Draw - Any outcome other than those described above. History is essentially unaltered.

SOME VARIATIONS

1. Historical Situation. The following modifications to the Japanese Order of Battle will reduce their fleet to the historical level. Remove all CVs from Japanese TG 2 and divide the remaining ships among other Japanese TGs. Remove all heavy cruisers from the Japanese OB or alternatively assign 3-7 damage points to each. Reassign half of the carrier squadrons from Japanese TG 1 to Rabaul. As you can see, the Japanese can do little in these circumstances.

2. More Japanese Aircraft. This seems to be a variation in every post 1942 scenario! Assume the Japanese had not stripped the Marshalls to reinforce Rabaul. Add 6 Zero squadrons, 2 Betty squadrons, 2 Kate squadrons and 2 Judy squadrons to any airbases on Kwajalein, Wotje, Maleolap, Mili or Nauru. The maximum squadron size is 30. For every 2 aircraft added in this way, reduce the appropriate aircraft type at

GILBERTS - Task Groups

TASK GROUP #	1-23	1 (AL)	2 (AL)	3 (AL)	4 (AL)	5 (AL)	6 (AL)	7 (AL)	8 (AL)	9 (AL)	10 (AL)	11 (AL)
FLAGSHIP	[-]	Yorktown	Enterprise	Essex	Saratoga	BB 57	BB 55	CA 24	APA12	BB 40	Lisc'be Bay	APA11
TOTAL SHIPS	[-]	6	6	7	8	5	6	5	9	14	8	25
OBJECTIVE	1-23	0	21	22	23	0	21	22	21	21	21	22
MISSION	0-7	0	1	2	1	2	1	1	5	1	1	5
HEADING	0-7	7	7	5	7	7	2	2	0	0	7	1
ENDURANCE	0-31	20	20	20	15	20	20	20	15	15	15	15
TF NUMBER	0-3	0	0	0	0	0	0	0	1	1	1	2
TF ADMIN	0-3	3	3	3	3	3	3	3	2	3	3	2
ARRIVAL DATE	0-9	0	0	0	0	0	0	0	0	0	0	0
TF COMMAND	Y/N	Y	N	N	N	N	N	N	Y	N	N	Y
START AREA	(x,y)	67,34	61,40	61,43	52,52	67,34	61,40	61,43	67,40	67,40	70,40	67,43
SEARCH PAT.	Y/N	SW-N	SW-NW	S-W	W-N	-	-	-	-	-	W-NE	-

TASK GROUP #	1-23	12 (AL)	13 (AL)	1 (AX)	2 (AX)	3 (AX)	4 (AX)
FLAGSHIP	[-]	BB 46	Sangamon	Shokaku	Junyo	CA 9	CA 17
TOTAL SHIPS	[-]	16	10	8	8	11	11
OBJECTIVE	1-23	22	22	22	22	22	22
MISSION	0-7	1	1	0	0	0	0
HEADING	0-7	1	5	3	3	3	3
ENDURANCE	0-31	15	15	31	31	31	31
TF NUMBER	0-3	2	2	0	0	1	1
TF ADMIN	0-3	3	3	3	2	3	3
ARRIVAL DATE	0-9	0	0	2	2	2	2
TF COMMAND	Y/N	N	N	Y	N	Y	N
START AREA	(x,y)	67,43	70,40	0,20	0,20	0,20	0,20
SEARCH PAT.	Y/N	-	SW-N	NE-S	NE-SE	N-E	E-SE

Rabaul and/or Truk by one airplane of the same type.

3. The Shinano. Add the giant CV Shinano to TG1. (Specs can be found in Run 5, Issue 1). Equip it with 2 squadrons of Zeros, 1 squadron of Judys and 1 squadron of Jills. Make the pilots top class. There is no historical justification whatsoever for this variant. But it really helps the Japanese!

SOME NOTES

1. Reinforcements. All the Japanese naval forces in this scenario begin the game as reinforcements. Remember that there is no control over these groups until they enter the map.

2. Creating the Weather. Weather forecasts are provided for each of the twelve sectors. Enter these via Menu 14 then go to Menu 13. Type (RET) five times to get the weather report routines up and running, then save the result as the Weather Report.

3. Scenario Length. Start Hour (23), Start Day (19), Month (11), Year (43), Dawn (6), Dusk (20), End Hour (22), End Day (8), Forecast (1).

4. Scenario Names. Axis Theatre 0 (Koga), AxisTF 0 (Ozawa), Axis TF 1 (Kurita), Allied Theatre 0 (Hoover), Allied Theatre 1 (Airsols), Allied TF 0 (Pownall), Allied TF 1 (Turner), Allied TF 2 (Hill).

5. Zero Speed Ships. A number of Allied ship classes have speeds of 0. This artifice keeps their TGs on station to more accurately reflect the situation.

6. Clearing Map Points. This is just a reminder to type (Y) on the <CLEAR MAP POINTS> line. Otherwise, every coast-watcher will end up in hex location 0:0. Coastwatchers represent Allied guerilla forces and Japanese ground forces that might have observed enemy naval movements and relayed sighting reports.

7. Prohibited Hexes. There are no prohibited hexes or hex-sides in this scenario. The minimal amount of land makes them unnecessary.

A SURPRISE

We have had many requests over the past two years or so to make the *Raid on Ceylon* scenario available on disk. Disk subscribers will find the scenario in the last save location on the *Gilberts Stike* scenario disk.

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REYNOLDS, Clark G. **The Fast Carriers.** McGraw-Hill Book Co. 1968

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FIRE-BRIGADE

Panther Games have just released their first computer game. It is an action packed military simulation of the dynamic battles around Kiev on the Eastern front in late 1943. It is designed specifically for the 16 bit range of computers.

Fire-Brigade is a command game. You command either the German 4th Panzer Army or the Soviet First Ukrainian Front and in daily turns issue orders and allocate support to your subordinate formations.

The computer acts as your staff, recommending objectives, support allocations and handling logistics. Your staff keeps track of all unit data and at the touch of a button (or the move of a mouse) can provide you with all your reports. See Ad on back page

The price is $USD 45.00 in North America or $AUD 50.00 elsewhere. If you can't find it, write to SSG's Australian office.

ROMMEL

Battles for North Africa Previewed

By Mark Holman

When Battlefront *came onto the computer gaming scene almost two years ago, it was thought to be a good thing. Just how good is now being realized as further releases of the system continue to be published.*

The most original and outstanding feature of the game is the design system, Warplan™, allowing serious gamers and students of history to recreate any 20th Century corps level action. This feature has permitted SSG and friends to produce a number of successors to *Battlefront*, each on a particular theme. The first was *Battles in Normandy*, the Allied invasion of France in June, 1944. Next came *Halls of Montezuma*, a battle history of the United States Marine Corps.

Now the fourth game in the series about to be unveiled. Titled *Rommel*, the game presents eight major battles from the North African Campaign. The battles featured are -

Syria. Since the surrender and partition of France, the Allies had worried about the threat that Vichy held Syria could pose to the vital Middle East oil supplies. When German aircraft started using Vichy airfields as staging points, it was time to act. This is a gruelling, two-week campaign commencing in June 1941, pitting an out-numbered Vichy force against a Commonwealth Corps with more than its own share of problems.

Sidi Rezegh. A portion of the Crusader operation fought in November 1941 which saw the relief of Tobruk and Rommel's first retreat to El Agheila. The British 1st Armoured Division and the South African 1st Infantry Division slug it out against parts of the 15th and 21st Panzer Divisions in a free-wheeling, confused battle so typical of the desert clashes.

Malta. One of the tantalizing *what ifs* of the North African Campaign is what may have happened had Malta been invaded by the Axis; indeed, could such an invasion succeed. You get to find the answer to this question when elite German paratroopers come up against a stout British defense.

Cauldron. In June 1942, the Afrika Korps fought a terribly complex battle against the Allies on the Gazala line. The climax occurred in an area that became known as the Cauldron, due to the intense fighting that took place there. The British defeat here paved the way for the final showdown at El Alamein.

Alem el Halfa. It is not generally known that there were three battles at El Alamein. The first took place in July 1942, when Rommel tried to take the British Eighth Army on the run, hard on the heels of the victory at Gazala. The third battle was Montgomery's famous victory, in November, 1942. The battle featured in *Rommel* is the Afrika Korps' second attempt to outflank the British position. This is a tough one for the Germans to win.

Kasserine. With the Torch landings in Algeria, the United States became an active participant in North Africa. The troops were keen and well-equipped, but woefully short of combat experience. An attack in February, 1943 by three veteran Panzer Divisions became their bloody baptism by fire.

Maknassy. The revitalized US II Corps, under "blood and guts" George Patton, goes looking for revenge after the disaster at Kasserine. Although the offensive was severely cramped by the restraints put on Patton, it did provide a solid base for US forces to forge themselves into fighting shape. Had Patton been given his head, there was a real chance that his troops could have cut through to the coast and prevented the the remnants of the Afrika Korps from retreating into Tunis.

Tebourga Gap. Two full-strength Commonwealth Divisions have to blast their way through a much depleted enemy force. Some people have said that the Battlefront system does not allow a good representation of a blitzkreig campaign; try this one and see if it changes your mind.

As with any game, we had to make choices as to which battles we would include in the package. What made things hard was that in this theatre we were not short of good topics. Many people will want to know why we did not feature the most famous battle of the Western Desert, El Alamein. Two major problems existed from a design point of view. First, it was a massive battle, fought by *armies* on both sides and not really suitable to the Corps level scale of *Battlefront*. Second, El Alamein was an eight-day pounding match followed by a rapid retreat. We did not think that a thirty-plus turn game with the front line shifting maybe four hexes was what people would want.

We also tried some of the early Italian/Commonwealth battles such as O'Connor's first offensive, Bardia and Beda Fomm. However, to a large extent, these were like shooting fish in a battle. We even took a look at East Africa to see what opportunities existed. The main battle there, at Keren in Abyssinia (now Ethiopia), raged for three weeks over a front not much more than four kilometres wide. Only 600 metres was gained by Allied troops before the defense collapsed. Strong stuff for the troops involved, but hardly a gameable subject.

The final choices depict an exciting array of battles, featuring all the major combatants. There is an excellent balance between size of forces involved and game length.

As usual, the *Battlefront* system came through splendidly in allowing us as designers to accurately simulate the battles. How do you represent the situation at Kasserine where the initial German punch was so strong, yet so quickly ran out of steam? Easy - give the Axis regiments a good supply value and their divisions a poor value, reflecting the lack of logistic support available to the Afrika Korps. Or how to simulate the cautiousness of the British on the first day of the Sidi Rezegh battle? Solution - surround their forces with enemy controlled hexes.

In short, we are convinced that this is the best title in the *Battlefront* stable. ◆

SCENARIO UPDATES FOR THE BATTLEFRONT GAME SYSTEM

By Malcolm Power

*As promised, another four of the older **Battlefront Game System** scenarios are upgraded to **Halls of Montezuma** standard. There will be four more in the next issue.*

CRETE

(From Battlefront)

1. The Map

The Allied adjacent hex penalties are 0,0,1,2,2,3.

2. Units

2a. Axis

Adjust all Div HQ movement allowances to 10.

Relocate Div 2 HQ to hex (3,2) and delay its arrival until turn 12. Delay the arrival of the Div 1 HQ until turn 7.

Change the following unit strengths. Read changes as (current strength/maximum strength).

Div 1/Rgt 1 - 1 Bn (10/12), 2 Bn (9/12), 3 Bn (9/12), 4 Bn (11/12)

Div 1/Rgt 2 - 1 Bn (10/12), 2 Bn (8/12), 3 Bn (9/12)

Div 1/Rgt 4 - 1 Bn (7/9), 2 Bn (8/9), 3 Bn (7/9), 4 Bn (2/3)

Div 2/Rgt 1 - 1 Bn (8/9), 2 Bn (9/9), 3 Bn (8/9), 4 Bn (4/4)

Div 2/Rgt 2 - 1 Bn (8/9), 2 Bn (7/9), 3 Bn (6/9)

Div 2/Rgt 3 - 1 Bn (7/9), 2 Bn (8/9), 3 Bn (8/9), 4 Bn (4/4)

Div 2/Assets - 3 Bn (8/9), 2 Bn (9/9), 3 Bn (8/9), 4 Bn (4/4)

2b. Allies

Adjust all Div HQ movement allowances to 16.

3. Objectives

3a. Axis

Assign Div 1 to Maleme, The Prison and Canea E.

Assign Div 2 to Pirgos, Galatas, Canea W. and Suda

3b. Allies

Assign Div 1 to Maleme, Platinas, The Prison and Canea W.

Assign Div 2 to Pirgos, Galatas, Canea E. and Suda

4. Briefing

Make the Axis forces night capable

STALINGRAD

(From Battlefront)

1. The Map

The Allied adjacent hex penalties are 0,0,0,1,2,3.

2. Units

2a. Axis

Adjust all Div HQ movement allowances to 12.

Change Div supply value for both German divisions to 4. Change Rgt supply value for all German regiments to 5.

2b. Allies

Adjust HQ movement allowances for Divs 1 and 2 to 10. Adjust HQ movement allowance for Divs 3 to 12.

Add 2 to the fatigue value of all units in Div 1. Add 1 to the Rgt supply value for all units in Div 1.

Relocate 2 Bn/2 Rgt/1 Div to hex (1,5) and alter its arrival turn to 3.

Add 2 to the Rgt supply value for all units in Div 2.

Relocate 2 Div HQ to hex (11,0).

Every unit in Div 3 needs to have its arrival hex altered slightly. Div HQ (1,1); all Div assets (0,1); Bn 1 of Rgts 1, 2 and 4 (0,2); Bn 2 of Rgts 1, 2 and 4 (0,3); Bn 3 of Rgts 1, 2 and 4 (0,0); Bn 4 of Rgts 1, 2 and 4 (1,2).

3. Objectives

3a. Axis

Assign Div 1 to Antonov and Railway Hut.

Assign Div 2 to North Edge

3b. Allies

Assign Div 2 to West Bridge and Railway Hut.

Assign Div 3 to Shestakov, Antonov, East Bridge and North Edge

SWORD

(From Battles in Normandy)

1. The Map

The Allied adjacent hex penalties are 1,1,1,2,2,3.

2. Objectives

2a. Axis

Assign Div 1 to Longueville and North Caen.

Assign Div 2 to Colombelles, Epron and West Caen.

2b. Allies

Assign Div 1 to Troan, Merville, Longueville, Breville, Ranville, Escouville and Colombelles.

Assign Div 2 to West Caen and North Caen.

CARENTAN

(From Battles in Normandy)

1. The Map

The Allied adjacent hex penalties are 0,1,2,3,4,5.

2. Objectives

2a. Axis

Assign Div 1 to Le Pont and Brevands.

Assign Div 2 to Carentan.

2b. Allies

Assign Div 1 to Le Pont, Brevands and Auverville.

Assign Div 2 to Carentan. ◆

MEA CULPA

1. In the advanced game of Reach for the Stars, the maximum number of industrial units which can be purchased each turn is limited to half the size of the current population. On occuppied planets, this limit is further reduced to one quarter the size of the conquered population. No matter how affluent your galactic economy has become, the development of a new planet will take some time.

2. In the Hurtgen Forest scenario published last issue, the following mistakes were made. Allied Div 3, Regt 3, Bn 3 should be in hex 14,11. The disk is correct.

Allied Div 1, asset 4(387) shows equipment as 6. It should be 5. The disk is correct.

Allied Div 1, assets 2 (386) and 3 (929) should have movement allowances of 16 (not 12). Both magazine and disk need correcting.

3. In the Corinth scenario, the RR Station icon should go in hex 10,13.

Continued from page 2

structure, including the capacity to individually customize every hex to make a really good-looking map. The first *Battlefront* release for the Macintosh is expected some time towards the end of the year, much the same time as we hope to have an IBM version ready.

We are not sure yet which *Battlefront* title will be chosen to introduce the system to the new machines. What we are sure of is that they will be state-of-the-art in every respect. Once the *Battlefront Game System* has been converted, we will begin work on the *Decisive Battles* system. Other conversions will follow when we get the time. *Carriers at War* is currently under conversion to the Amiga and if this project turns out well, an IBM version won't be far behind.

Decisive Battles (Vol II) is well underway and improvements which will be made to the system include the addition of gunboats, battlefield entrenchment, independent Corps command and some minor revisions to the combat mechanics. Publication is scheduled for June, 1988.

Panzer Battles is the next, and probably the last, title to be released in the *Battlefront Game System*. It's the Russian Front again with eight scenarios drawn from the many climactic tank clashes which occurred there. There will be more on this project in the next issue. Publication is not scheduled until September, 1988.

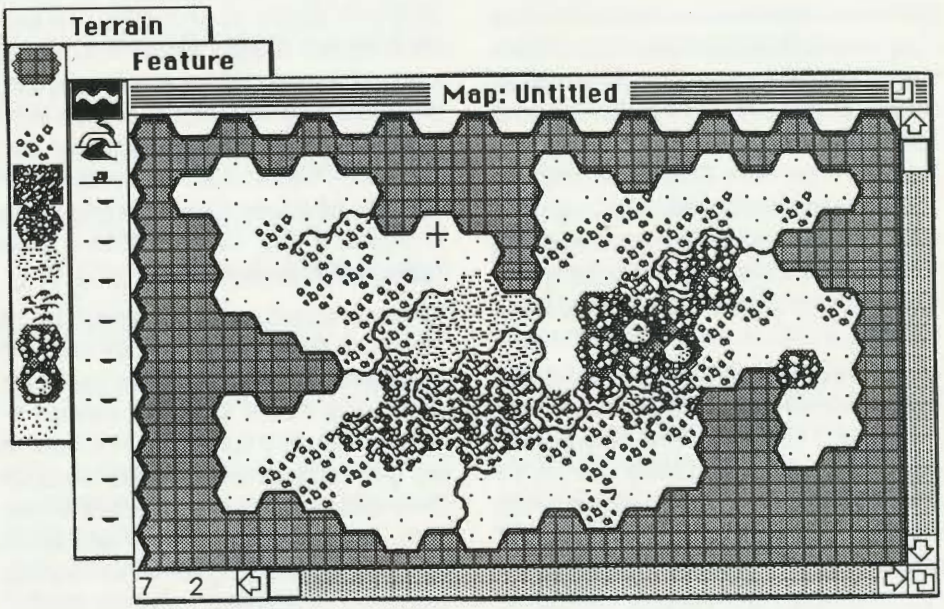
The Campaigns of Napoleon will be an operational study of six of the most significant battles spanning the twenty years in which Napoleon Bonaparte's military genius dominated Europe. Some fairly extensive changes are required to the *Decisive Battles* system to reflect the differences between the smooth-bore musket battlefield and the rifled musket battlefield. The battles to be included will be chosen from Borodino, Austerlitz, Waterloo, Jena, Wagram, Dresden, Marengo (a must), Freidland and Eylau.

At this stage we intend to produce just a single volume of Napoleonic battles. Should it transpire that the topic has unexpected popularity we will consider a second volume. Also possible are titles covering the Seven Years War and the brilliant campaigns of John Churchill, Duke of Marlborough.

Road to Appomattox goes on, although with the imminent demiseof 8 bit machines, especially the C64, we have decided to develop this game for the larger machines.

Our fanasy/advanture game, as yet untitled, proceeds apace. We hope to begin serious work in the next two weeks, now that the *RFTS* conversions and *Rommel* are out of the way. There will be a detailed report on this project in the next issue.

Last, but not least, is our game of the colonization of the new world. No title as yet, but work has begun on the project. Stephen Hart is doing the programming while yours truly directs affairs in hopefully the right direction. ◆



Continued from page 3

reproduced many aspects of the combat situation that their authors were striving to re-create but few, if any, of these otherwise excellent simulations were able to duplicate consistently the historical casualty levels sustained by their real-life counterparts. This is, in my opinion, a great achievement on your part.

There are a great many other things I could say in praise of this game, but as I think I have covered the most important points, I will content myself by saying I think it is every bit as good as all of your previous excellent productions. It is certainly my favourite game now, and the first one for which I will endeavour to design my own scenarios.

There were a few things that surprised me in this game, however; some features contained in every one of your previous simulations that were absent in this one: an OB list with the status of the various units, fatigue and supply (2). Was there simply not enough memory for these features? Let me also mention, however, that there is one *new* game feature of which I whole-heartily approve; the addition of a Map Walk menu in the Orders and Commands routines and the ability to centre the map on the cursor at any time no matter what routine one is in. This is an excellent feature, and one which I hope you will include in all your future releases.

I think that the only complaint I have about this game is the minor matter of leader casualties; although I suspect that the reason the game does not have the system I would have liked is again due to that nemesis of all home computer simulations, memory (3). I would have liked to have been able to find out not merely what happens to the Army Commander when he becomes a casualty, but also what happens to the subordinate leaders. And I would have liked for the system to have included brigade commanders in the casualty routines along with a promotion system such as the SPI games have.

There are two other small matters, which have nothing to do with the game itself, that you have introduced in this release and *Halls of Montezuma* that I do not particularly care for; the generic (save) game disk labels and the placing of all the maps on a single sheet instead of separate cards (4). Of course, these are minuscule - some might even say petty - complaints, and if the elimination of printed labels and the use of a single (map) sheet is more economical for you, then I will say nothing against them.

One last quibble I have concerns a trend I have noticed in *Russia* and *Decisive Battles* which I hope is not a portent for the future. I have always been wholly in agreement with the philosophy which *you* introduced into computer war-gaming of hiding the game mechanics as far as possible and keeping the game from becoming the exercise in mathematics and rational calculation that board games (and most computer games) are. I was, therefore, somewhat disturbed to see in *Russia* such things as the indication of the communication value of hexes in numbers instead of words and the addition of the "hits" result in the combat routines (5). I know that you are constantly receiving complaints from the accountants and mathematicians of the war-gaming world who are unhappy unless they have columns of figures to deal with and can calculate everything down to the last digit in the same fashion they do in board games, but your philosophy has, in my opinion, produced a line of games that are not only much more realistic, but much more fun to play. If you must throw a few scraps to such conservative gamers please, if at all possible, keep them in the instruction manual, where those of us who support your concepts of game design can read over them and then promptly forget about them.

Finally, I would like to set down some thoughts on Volume II of this series and on the Napoleonic battle game. Would it be possible in the second volume to include one more type of combat unit. I would like to see a pure cavalry unit that is incapable of dismounting. The addition of this kind of unit is the only thing missing to make the system fully capable of being used to simulate the great European conflicts of the Nineteenth Century; the Franco-Prussian War, the Austro-Prussian War, the Russo-Turkish War, etc. Of course, I would not object very strongly to a third volume containing some battles from those conflicts.

When you come to adapt this system for the Napoleonic period, I hope you will lower the casualty levels a little, for in the age of the smooth-bore musket it was not common for units to suffer more than around 10% losses in any given engagement. Brigades should be designated as either skirmish capable or incapable. The mounted infantry unit type should remain to represent Eighteenth Century dragoons who dismounted for combat. Finally, I hope you will not penalize artillery as severely as you have in the present game. It would, I think, be sufficient to reduce the effectiveness of artillery that has moved in the previous turn. Owing to the short ranges of the infantry weapons in that age, artillery was much more able to move about the battlefield quickly and even to set up and fire without infantry support.

Having now sung the praises of your latest effort and offered my few criticisms thereof, it remains for me only to say that *Decisive Battles of the American Civil War* is merely the newest in a superb line of computer war games which I hope to see expanded considerably in the next few years. I applaud your decision to cover periods other than the Second World War (although I understand the reasons that obliged you to do so initially) and look forward to *Road to Appomattox* and your Napoleonic battle game with eager anticipation.

Yours truly

Robert D. Williams
Woodbridge, Va. USA

(1). Mr Williams is correct. A fresh artillery battery is capable of going into action in 15 minutes. Not so, however, a battery which has already been in action. Then, as now, limbering up takes much longer than unlimbering, especially if you wish to make further use of the guns immediately. Also included in the delay is the time necessary to transmit orders, to calculate range and to secure a safe line of fire; not so simple in the days of direct trajectory artillery.

All in all, we concluded that one hour was a realistic period for the combined operations of limbering and unlimbering; the *hurry up and wait* syndrome has characterized every army since time immemorial. However, to reflect the superiority of fresh batteries, we will experiment with a limited fire bonus for artillery with a cohesion value of 7.

(2). The unit structures in *Decisive Battles* are not fixed as they are in our other games; a division can have any number of brigades, a corps can have any number of divisions or brigades, etc. To display an OB roster, as we do in *Russia* for example, would have required an intelligent OB display routine. We messed around with this for some time but the best we

Continued on page 48

REACH FOR THE STARS

The Advanced Game

Our original intention was to make a simple upgrade to the Apple II and C64 versions of Reach for the Stars; all that we were going to do was integrate the advanced scenario into the game's mechanics. It was a job that was supposed to take two or three weeks. That was at the beginning of January.

Well, one thing has led to another and now, two and a half months later, we have finally finished a far from simple upgrade of the ageless RFTS. The entire game structure has been ripped to bits and replaced with a menu driven structure which is faster and friendlier to use. The basic game plays better than ever and the new, advanced scenario will delight every one of our many RFTS fans; everyone here at SSG is completely hooked on it.

Furthermore, this article has had to be expanded. Originally, it was to be only an explanation of the features of the advanced game. Now, of course, we have added a brief description of the functions of the game menus.

Disk subscribers to the magazine will receive a special bonus. Included with their scenario disks will be an unabridged copy of the new RFTS master disk. RFTS veterans will have no trouble mastering the new structure. Those new to the game should be able to work it out; the menus work very much the same as in our other games. Non-disk subscribers will have to buy the new version of RFTS or upgrade their old version. How to do this is explained in our Special Offers section on page 4.

The RFTS menu card can be found on page 26.

The RFTS Menus

Menu 1 (Start Up Menu)

This menu selects the standard game, the advanced game and the tutorial game (which none of you should need) and allows you to restart a previously saved game. The save-game routines are the same as those used in our other games.

Menu 2 (Edit Utility)

Edit those game options that suit your needs and then start the game.

Menu 3 (Game Options)

The options available are the same as those found in RFTS (2nd Ed.).

Menu 4 (Game Master)

Each player gives orders to his planetary economies and task forces. The Warp Drive line executes the turn and will be overprinted (inaccessible) until all human players have issued orders.

Menus 5 and 17 (Player Select)

This line will appear when more than one human player is involved.

Menu 6 (Production Master)

The Production line takes you into the production routines for each of your planetary colonies. The Star Walk and Reports lines give you access to all the information you will need.

Menu 7 (Planet Select)

The Next Planet/Previous Planet lines cycle through all your planetary economies. The Goto Build line selects the current planet and the Examine line gives a summary of the star system and any warships present.

Menu 8 (Production)

The Build line lets you allocate that planet's resources for the turn. The production display is organized a little differently than 2nd ed. but is otherwise the same. More information is now visible on R&D investment.

The End Build line terminates production for that planet. The End Build line is final. The Advice line disappears after turn 16; you shouldn't need it by then. As soon as you have completed production for your last planet, you will be processed straight through to Menu 11 (Movement Master).

Menu 9 (Star Walk)

Star Walk is the equivalent of the Map Walk routine in our military games. The arrow keys, the I,J,K,M keys and the 1-6 keys will drive the cursor over the map. (0) will centre the screen on the cursor. When the cursor is positioned over a star system, you are told the star's name and its spectral class.

From left to right, the four boxes underneath the name display the following. Box 1 displays your ship icon. Box 2 displays the number of planets in the system. An "F" in box 3 indicates the presence of a friendly colony in the star system. An "E" in box 4 indicates the presence of an enemy colony in the star system.

Typing (RET) will bring up a further menu which allows you to go straight to a named star, examine the full map or examine in detail the star over which the cursor is flashing.

Menu 10 (Reports)

The reports available to you detail the location or destination and the quantity of all your warships, summarize the exploration reports you have received on each star system and tell you how well you are doing in comparison with your opponents.

Menu 11 (Movement Master)

The Movement line takes you into the movement routines for your warships. The Star Walk and Reports lines give you access to all the information you will need. Select the End Phase line when you have finished issuing movement orders.

Menu 12 (TF Select)

The Next TF/Previous TF lines cycle through all the star systems where warships are present. The Create TF line selects the warships in the current star system and the Orders line brings up the colonization and review routines.

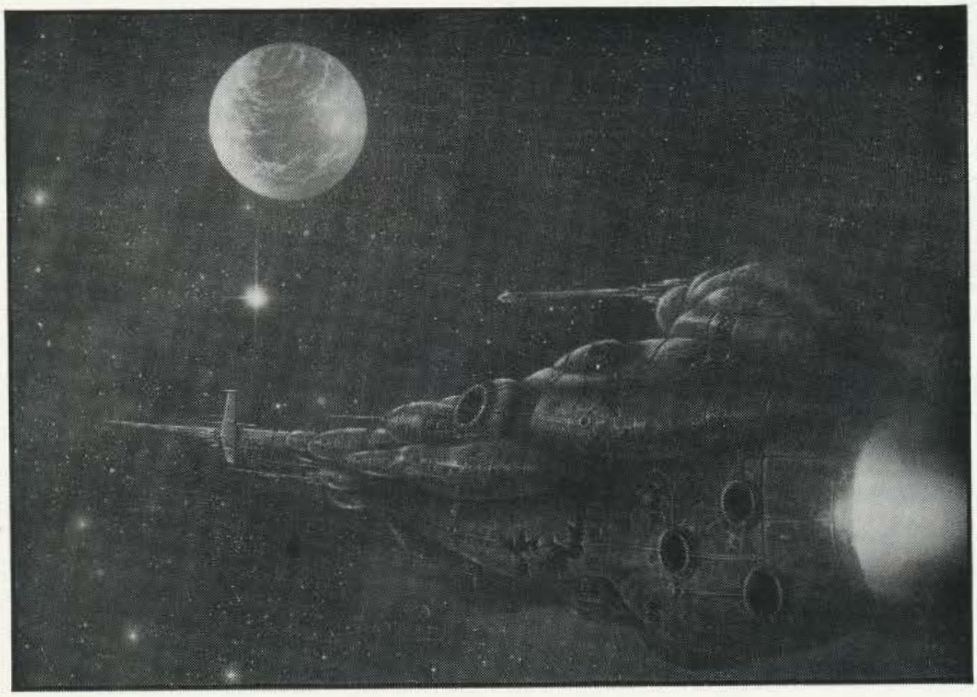
Menu 13 (Create TFs)

The Assign Ships line allows you to select from the available ships pool to form a task force. The All Ships line selects all ships in the available ship pool. Once this is done you select a destination with either the Name Star or Star Walk line or you may choose to place the warships on Combat Space Patrol which means they will not be available to the pool until you choose to change their assignment.

Use the Review menu to call in CSP. The Set TF line confirms your order.

Menu 14 (TF Orders)

The Colonize line allows you to land transports on a friendly or vacant planet. The Review line allows you to modify your orders. The Examine line gives a summary of the star system and any warships present.



Menu 15 (TF Review)

The Next TF/Previous TF lines cycle through all the task forces present at that star system. The Examine All line details the TFs already formed at that star system. The Reform TF line returns the warships in the selected TF to the unassigned ship pool.

Menu 16 (Space Combat)

This is the menu which accompanies every battle. The Combat Orders line allows each player to choose his battle strategy. The Do Battle line initiates combat.

Menu 18 (Combat Orders)

The Fight One Round line instructs the computer to resolve combat in discrete rounds. The No Surrender line instructs the computer that you wish to fight to the death. Only one human player need select the Fight One Round option for the battle to be fought in discrete rounds.

The All Withdraw line instructs the computer to withdraw all your forces before another round is fought. The computer will choose the nearest friendly colony as the withdrawal destination.

Menu 19 (Planet Attack)

The Select Planet line allows you to select an enemy controlled planet in the current star system. The Attack Bases line instructs your warships to engage the planetary defenses. The Destroy Planet line instructs your warships to have a single shot at the planet. The Land Marines line instructs your transports to deposit their marines on the enemy planet. The End Attack line should be used when you have finished with that star system.

Things You Should Know

We did not begin with the intention of changing anything in the standard game. Well, as it turned out, that wasn't quite the case. Experienced RFTS players should note the following points.

1. Scouts are now fully automatic. Once they are built, the computer will organize their exploration.

2. Only ships which are present over a star system *after* the combat sequence are certain to file an exploration report. TFs which do not survive the combat sequence have only a small chance of filing a report.

3. Players no longer have control over the destinations of TFs which withdraw from combat.

4. The Natural Disasters option has been changed to Natural Events and now there is as much chance of a good thing happening as a bad thing.

The Advanced Game

The changes to the standard game are listed below. There are no actual changes to the sequence of play or the menus. What can be done in each phase, however, is somewhat different.

Armies. Each planet may now support an army, drawn from the population during production. The army comes from the same pool of population as colonists so every population put in a transport will reduce those available for recruitment and vice a versa. Up to one eighth of the population will be available for colonization and recruitment. The army will appear as a value to the right of the PDB value on the star system display.

Armies must be maintained but this is no longer true of PDBs, instead 1 army unit is required in order to support every 2 PDBs.

When a planet is invaded the landing troops must now fight and defeat the local army in the combat system before the planet is conquered. If successful the invading troops become a local garrison.

PDBs. The maximum number of new PDBs that may be purchased during production is altered to one eighth of the planets industry level. PDBs are not maintained and their production cost is fixed independent of current Ship Tech level. There is no maximum to the number of PDBs that may be constructed, provided they are supported.

Starships. First, there are no scout vessels in the advanced rules. Next, the maximum number of space vessels that may be ordered during production is limited to one eighth of the current industry level.

Navigation Technology. Each empire has a maximum navigation range based on the current navigation tech level. All players start at Nav Tech 1. This means that no ship can be given a destination outside of navigation range from a friendly colony. When assigning a destination to a task force stars that cannot be reached are highlighted, on the strategic map their names are blanked out. RPs may be allocated to R&D for Nav Tech just as with Ship Tech, each new level of Nav Tech increases the radius from 3 to 4, then 5 and finally 7. All computer players get a bonus of one hex to their navigation range at each Nav Tech level except level four.

Industrial Capacity. The number of industrial units which can be purchased each turn is related to the size of the population. You will not be allowed to build more than 1 industrial unit for each 2 population present.

Industrial Technology. Each empire begins with an Ind Tech level of 1. RPs may be allocated to R&D for Ind Tech just as with Ship Tech. Each level of industrial technology gives planets in the empire a bonus to their GPP (Gross Planetary Product). This can be very important due to the high production costs with the advanced rules. The bonus at each tech level is as follows 2 - 25%, 3 - 50%, 4 - 100%.

Overpopulation. There is no overpopulation in the advanced scenario. At the end of each turn excess population are simply removed. Excess population may be placed in transports during the production phase as with the basic game but it is no longer an urgent problem.

Servicing the Population. The cost of providing consumer goods to the population increases as the social environment gets higher. For a Soc Env of 0 to 60 the service cost is still only 1 RP / Population, for 61 to 75 it becomes 2 RP / Population, for 76 to 90 it is 3 RPs and for 91 and higher it becomes 4RPs.

Conquered Planets. These become much harder to maintain, here are the changes.

To hold on to a conquered planet you must maintain an army equal to at least one quarter of the population. You may not recruit conquered population into this army but must land more troops if you do not have sufficient for a garrison.

The following items have their production cost doubled on conquered planets; Industry, PDBs, starships, social and planetary environment, army maintenance, Ship and Nav technology.

Conquered planets may not contribute to Ind Tech R&D.

Planet Improvement. Once a planet's social and planetary environments are both at 80 or higher the planet's maximum population and industry both begin to increase. This is more likely for primary class planets and becomes less likely in order for secondary, tertiary and hostile planets. The ultimate maximum for Population and Environment is 100 , and for Industry is 200.

Production Costs. Many of these are altered. Please see the accompanying table. Examination of the advanced game production costs will reveal that many items now cost much more than previously. In fact, without careful management, your colony may not get off the ground.

Research and Development. It cannot be overstated how important it is to invest in industrial R&D. The bonus RPs this investment generates are vital to establishing a dynamic econmy. Navigational technology is vital if you are to maintain an aggressive patrolling policy at the perimeter of your empire.

Game Length. This is a long game. !00 to 200 turns may elapse before a clear-cut victor emerges. ◆

Advanced Scenario Development Costs

Industrial Capacity	**10**	**Planetary Envir. Inc.**	**10**
Transports	**25**	**Mark II Tech.**	**+700**
Mark I Starships	**40**	**Mark III Tech.**	**+2,000**
Mark II Starships	**90**	**Mark IV Tech.**	**+5,000**
Mark III Starships	**200**	**Nav II Tech.**	**+400**
Mark IV Starships	**500**	**Nav III Tech.**	**+1,500**
PDBs	**50**	**Nav IV Tech.**	**+4,000**
Armies	**12**	**Indust II Tech.**	**+500**
Army Maint.	**4**	**Indust III Tech.**	**+1,800**
Social Level Inc.	**4**	**Indust IV Tech.**	**+6,500**

REACH FOR THE STARS

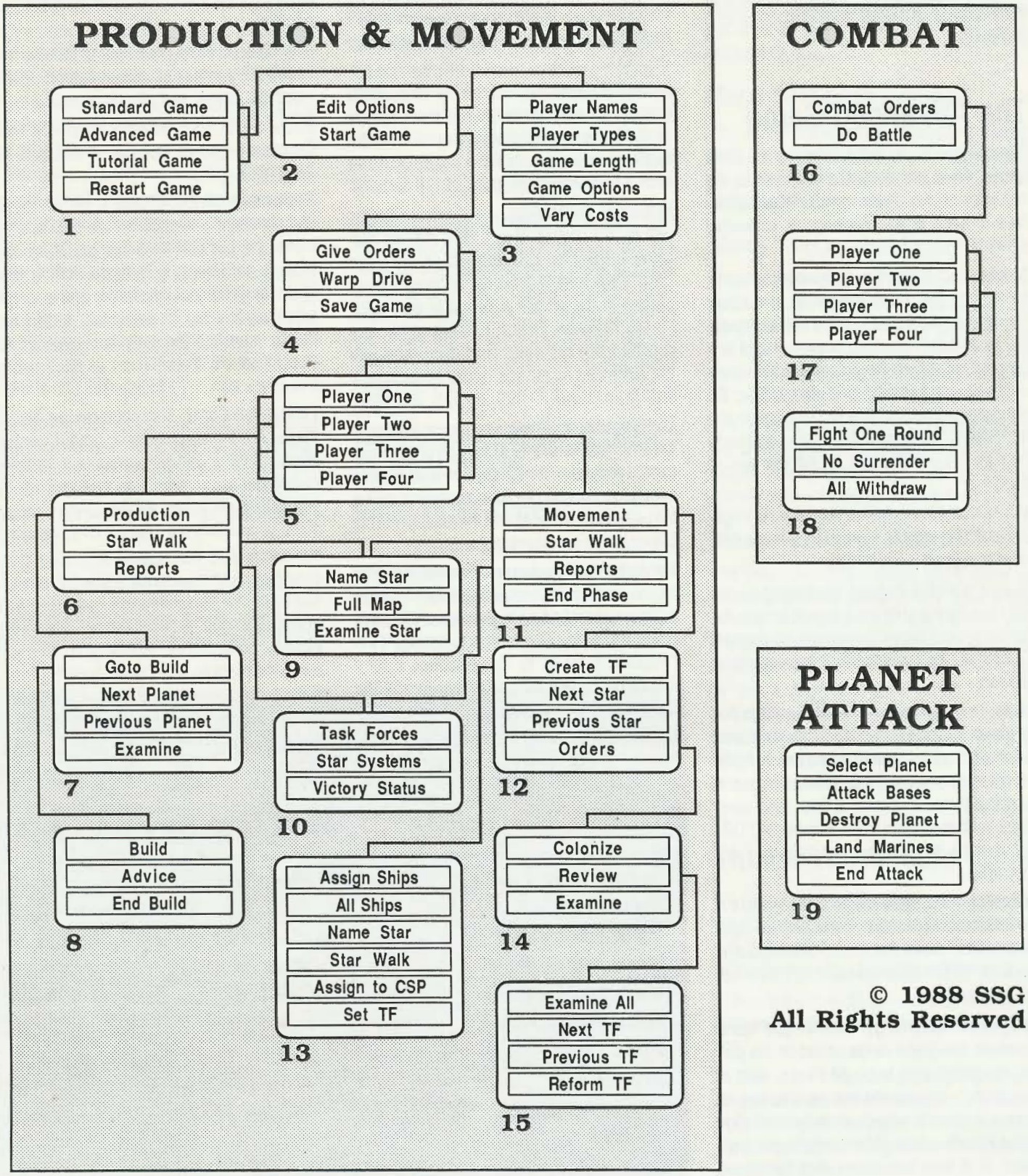
GAME MENUS

(AII & C64/128)

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET).

To go back to the previous menu, type (ESC/f1).



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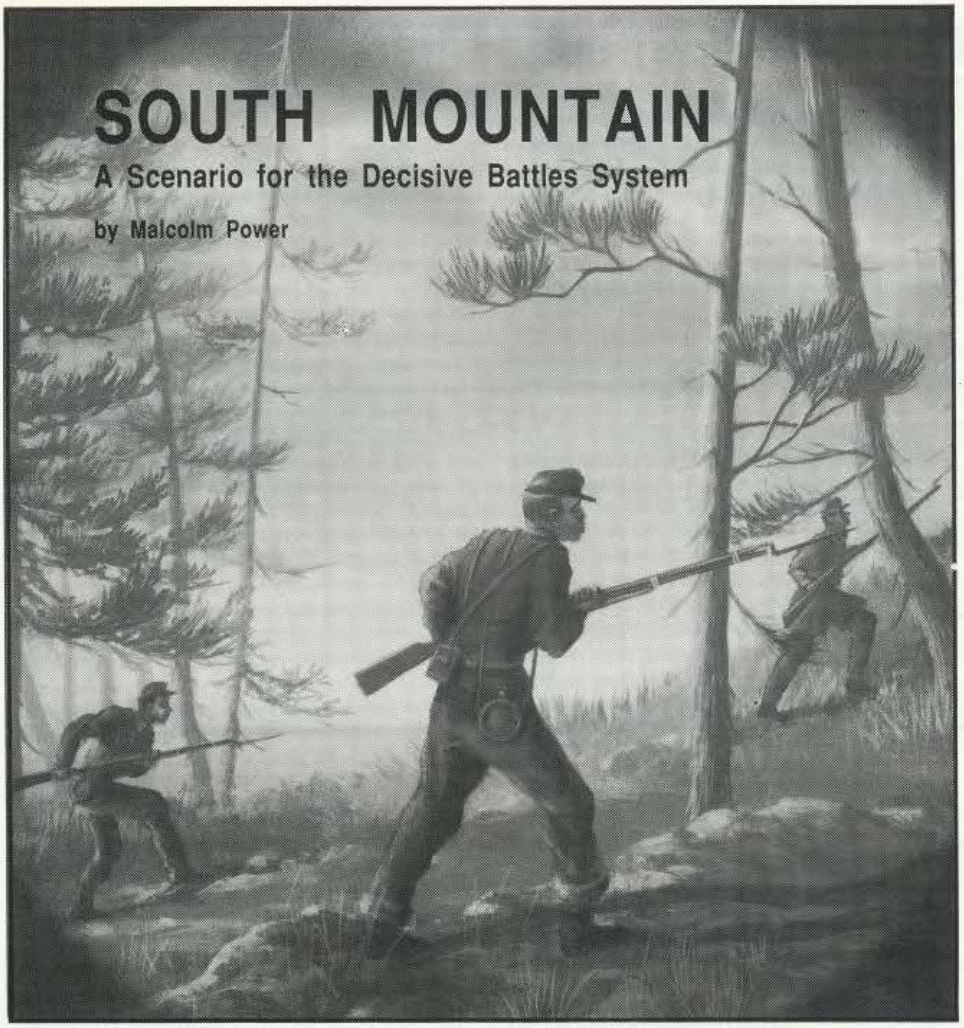


SOUTH MOUNTAIN

A Scenario for the Decisive Battles System

by Malcolm Power

On September 4th, 1862, Robert E. Lee commanding the Army of Northern Virginia crossed the Potomac at White's Ford to begin the invasion of Maryland. This ambitious scheme was intended to lure the Union Army away from its line of supply around Washington and into battle on ground of Lee's choosing. The plan necessitated splitting his force and using complex manœvering that ran in the face of contemporary military doctrine. However, both Lee and his army were bathing in the glory of recent victories and supremely confidant in their ability to triumph over McClellan's Army of the Potomac.

The initial days went well with Lee manœvering behind the Blue Ridge Mountains to surround the Union depot at Harper's Ferry. Here "Stonewall" Jackson was to trap the Union garrison and liberate the stockpiles of war materials held within. During this manœver, Lee's army would be vulnerable, but he reckoned on McClellan's known sluggishness. Lee knew his opponent to be an able engineer but as a commander he was very ordinary. All went well until a chance discovery put Lee right into McClellan's hands. Corporal Barton W. Mitchell of the 27th Indiana found a copy of Lee's battle orders in a meadow near Frederick, Maryland.

Titled "Special order 191 Headquarters Army of North Virginia" and dated September 9th, it was the blueprint for Lee's strike on Harper's Ferry, including timetables and routes of march for all confederate forces. No American commander would receive such an opportunity again until WWII when Chester W. Nimitz would use the knowledge of Japanese Fleet movements to crush Yamamoto's fast carriers at Midway.

Armed with the "lost order", McClellan planned to advance across the South Mountains to cut the Rebels in two and defeat them in detail. This was a sensible decision, but its execution was handled poorly and the Rebels slipped out of the trap.

Lee had positioned D. H. Hill at Boonsborough with orders to both stop any Federals retreating from Harper's Ferry and to protect the wagons and supplies for the Army. Longstreet's Corps (less 3 brigades with Jackson) was at Hagerstown, thirteen miles away.

At noon on Saturday 13th, Hill received word from Gen. Stuart's cavalry, patrolling East of Middletown, that two brigades of Federal infantry were heading his way. Stuart requested support to stop them at Turner's Gap. Colquitt's and Garland's brigades, with two batteries of artillery, were ordered forward to comply. Late that day the Union cavalry under Pleasonton rode forward to observe the Rebel positions at Turner's Gap but did not engage.

General Lee was disturbed by this unusually perceptive Union probing while his army was dispersed and vulnerable. He sent word to Hill to go in person to Turner's Gap in the morning and assist Stuart in its defence. Lee also resolved to send Longstreet's Corps in support of Hill.

Dan Hill arrived at Mountain House at daybreak to find that Stuart had left for Crampton's Gap, where he believed a stronger attack towards Harper's Ferry would develop. Hill found Garland's Brigade at the house and Colquitt at the foot of the mountain to the East. To his dismay, he also noted Cox's Federal Division marching up the old Sharpsburg Road towards Fox's Gap. Hill immediately placed Colquitt in good defensive positions around Turner's Gap and set off to reconnoitre Fox's Gap. Here he found Col. T. L. Rosser who had been sent there by Stuart.

SOUTH MOUNTAIN - Terrain Effects Chart

TERRAIN TYPE #	T0-T31	T2	T3	T4	T5	T6	T7	T8
TERRAIN NAME	[11]	Swamp	Farmland	Woods/Rough	Hill	Orchard	Slope	Saw Mill
SIGHTING VALUE	0-7	4	0	6	3	2	1	1
MOVEMENT COST	0-7	5	1	4	5	2	2	1
COVER VALUE	0-7	1	0	4	2	3	1	1
FORT. (NORTH)	0-7	0	0	0	0	0	0	0
FORT. (SOUTH)	0-7	0	0	0	0	0	0	0

TERRAIN TYPE #	T0-T31	T9	T10	T11	T12	T13	T14	T15
TERRAIN NAME	[11]	Mountain	Woods/Slope	Town	Wooded Hill	Church	Mtn House	W'ded H (F)
SIGHTING VALUE	0-7	7	5	2	6	1	1	6
MOVEMENT COST	0-7	7	3	2	6	1	2	6
COVER VALUE	0-7	6	3	2	5	1	1	5
FORT. (NORTH)	0-7	0	0	0	0	0	0	0
FORT. (SOUTH)	0-7	0	0	0	0	0	0	1

SOUTH MOUNTAIN - Divisions

DIV NUMBER	1-39	1	10	11	12	13	14	15
DIVISION ID	[9]	Hood	Hatch	Ricketts	Meade	Pleas'ton	Cox	Wilcox
CORPS	0-15	0	4	4	4	0	5	5
TYPE	0-1	0	0	0	0	0	0	0
ORDERS	0-2	1	0	0	0	0	0	0
OBJECTIVE #1	0-23	5	9	5	9	10	11	12
OBJECTIVE #1	0-23	11	5	1	5	9	5	5
LEADERSHIP	0-7	5	4	3	6	2	3	3
STAFF	0-7	5	4	3	4	1	3	2

DIV NUMBER	1-39	16	17
DIVISION ID	[9]	Sturgis	Rodman
CORPS	0-15	5	5
TYPE	0-1	0	0
ORDERS	0-2	0	0
OBJECTIVE #1	0-23	5	11
OBJECTIVE #1	0-23	1	1
LEADERSHIP	0-7	2	5
STAFF	0-7	2	2

The Union brigades were fast approaching, so Hill raced to bring Garland forward to aid Rosser. In the distance Hill could see more Northern troops arriving. He realized he could be facing the vanguard of the whole Union Army and accordingly resolved to bring forward all of his force that could be spared from guarding the Army's train at Boonsborough.

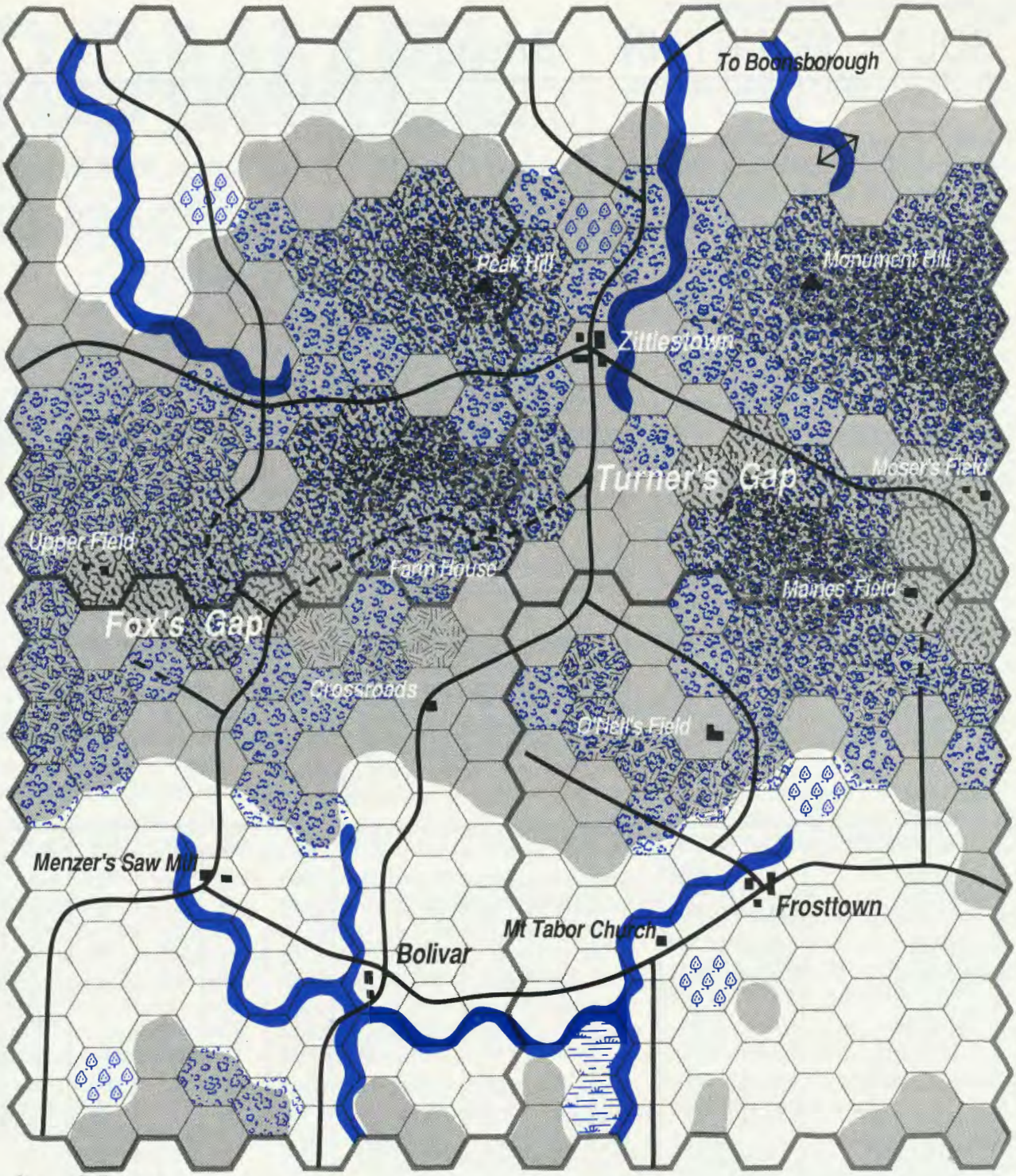
The Battle of South Mountain on September 14th would contest the two main passes through the mountains, Turner's Gap in the north (depicted in this scenario) and Crampton's Gap in the south. McClellan could have acted on September 13th and positioned his troopss astride the Rebel forces, and quickly, before a defence could be organized. Instead his indecision and timidity resulted in delays that gave Dan Hill the time to throw together a masterful piece of defensive improvisation.

THE BATTLE

Cox's Division advanced towards Fox's Gap where it encountered Garland and Rosser who were just preparing to make their stand close to the junction. The action started around 9 am, with Scammon's brigade attacking the Rebels with great spirit. Gallantry was commonplace on both sides; Brig. Gen. Garland was killed leading his troops against superior numbers and his men were overrun and decimated. The remnants trickled back and were later drafted into G. B. Anderson's brigade.

Cox believed he had wiped away all opposition and followed Pleasonton's directions to advance towards Turner's Gap. On moving forward he met unexpected resistance that caused him to falter. He withdrew awaiting reinforcements from Reno's Corps. The delay allowed

SOUTH MOUNTAIN



Terrain Key

(Please see main text for notes on terrain creation)

FARMLAND	WOODS/ ROUGH	HILL	ORCHARD
SLOPE	SWAMP	SAW MILL	MOUNTAIN
WOODS/ SLOPE	TOWN	WOODED HILL	ROAD
HIDDEN ROAD	RIVER	BRIDGE (ROAD)	BRIDGE (OTHER)

SOUTH MOUNTAIN - Brigades

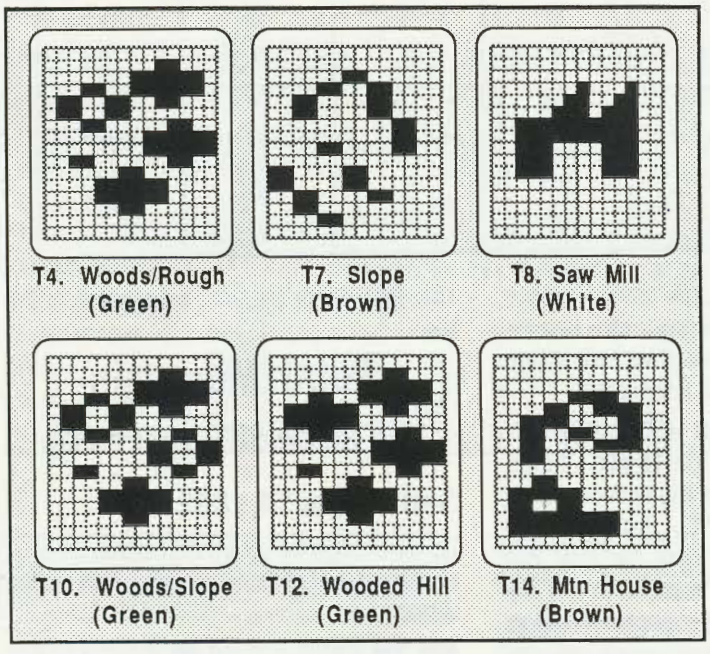
UNIT NUMBER	1-127	1	2	3	4	5	6	7	8	9	10	11	12	13
UNIT ID	[3]	Col	Gar	Ros	GBA	Rod	Rip	GTA	Dra	Jen	Grn	Kem	Eva	Law
MAP LOC	(x,y)	10,7	8,8	1,0	12,0	12,0	12,0	12,0	12,0	12,0	12,0	12,0	12,0	12,0
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	0	0	0	0	0	0	0	0	0	0	0	0	1
ARRIVAL	0-95	0	0	0	2	3	4	7	8	10	9	9	10	8
TYPE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	5	12	11	6	8	6	11	6	9	9	9	9	5
SMALL ARMS	0-31	2	1	8	1	1	2	1	1	1	1	1	2	1
ARTILLERY	0-31	15	18	14	0	0	19	20	20	13	14	0	0	14
TROOP STREN.	0-31	11	9	4	12	12	13	8	4	5	4	4	6	12
MOVEMENT	0-15	8	8	8	8	8	8	8	8	8	8	8	8	8
BATTERY STR.	0-15	2	2	2	0	0	1	1	1	1	1	0	0	2
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	4	7	6	4	6	4	3	4	5	5	5	5	5
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	6	5	6	5	7	5	5	5	7	5	6	5	7
REGIMENTS	0-7	5	5	2	4	5	4	5	3	5	5	5	4	4
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	14	30	31	32	33	34	35	36	37	38	39	40	41
UNIT ID	[3]	Wof	1Cv	2Cv	Sca	Cro	Chr	Wel	Nag	Fer	Fai	Har	Phe	Dou
MAP LOC	(x,y)	12,0	4,17	4,17	0,17	0,17	0,17	0,17	4,17	4,17	0,17	0,17	11,17	11,17
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	1	13	13	14	14	15	15	16	16	17	17	10	10
ARRIVAL	0-95	8	0	0	1	1	5	5	7	8	7	8	9	9
TYPE	0-3	0	1	1	0	0	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	5	6	6	12	12	11	11	11	11	11	11	9	9
SMALL ARMS	0-31	1	9	10	1	1	1	1	1	1	1	1	11	1
ARTILLERY	0-31	13	14	18	15	15	15	20	19	19	18	14	14	18
TROOP STREN.	0-31	9	4	4	14	17	14	17	14	17	13	18	6	9
MOVEMENT	0-15	8	10	10	7	7	7	7	7	7	7	7	7	7
BATTERY STR.	0-15	2	3	3	3	3	2	3	2	2	2	2	1	1
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	5	1	2	4	3	2	3	4	6	4	3	5	4
COHESION	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	7	2	1	5	5	5	6	5	5	4	3	6	5
REGIMENTS	0-7	4	1	1	3	3	4	4	4	4	3	4	5	4
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7

SOUTH MOUNTAIN - Brigades (Cont.)

UNIT NUMBER	1-127	42	43	44	45	46	47	48	49
UNIT ID	[3]	Pat	Gib	Dur	Cht	Hrt	Sey	Mag	Gal
MAP LOC	(x,y)	11,17	11,17	11,17	11,17	11,17	11,17	11,17	11,17
CORPS	0-15	0	0	0	0	0	0	0	0
DIVISION	0-39	10	10	11	11	11	12	12	12
ARRIVAL	0-95	9	9	10	10	10	8	8	8
TYPE	0-3	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	9	10	9	9	9	8	8	8
SMALL ARMS	0-31	1	1	1	1	1	7	8	8
ARTILLERY	0-31	15	14	18	18	18	14	14	18
TROOP STREN.	0-31	6	9	11	6	13	11	9	6
MOVEMENT	0-15	7	7	7	7	7	7	7	7
BATTERY STR.	0-15	1	2	2	2	2	6	2	2
SHATTERED	0-1	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	5	6	4	3	4	4	3	3
COHESION	0-7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	6	7	5	3	6	5	4	4
REGIMENTS	0-7	4	4	4	4	5	5	4	4
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7

SOUTH MOUNTAIN - Icons



Rebel units time to arrive and thwart the well-conceived Union flanking drive on Turner's Gap. No significant gains were made on this flank until the general advance ordered by Burnside at 5pm. There were no Rebel forces on the other flank until the arrival of Rodes' brigade of five regiments. Rodes moved forward to take up key defensive positions between a ravine and high knoll on the Confederate left flank. Here he would confront Hooker's Corps, which were advancing up the Old Hagerstown Road with Meade's division in the van.

Rodes faced well led Union troops and overwhelming odds. History shows he and his men were equal to the task. They held their ground even when outflanked by up to half a mile. When Meade attempted to outflank them to the north with Seymour's brigade, Rodes' 6th Alabama regiment (Col. John B. Gordon) was waiting. The General later said that this regiment was "handled in a manner I have never heard or seen equaled during this war."

These men brought the time Hill needed to direct the arriving brigades of Jenkins, Garnet and Kemper to support Rodes who was now sorely pressed. Again, stubborn Rebel defence had combined with slowly arriving Union troops to save the day for the South.

The battle continued on until after dark with Colquitt in the Rebel centre being desperately attacked by Gibbon. The lines held. In the following days, Lee had time to withdraw to positions around Sharpsburg, where the bloody Battle of Antietam would soon begin.

PLAYING THE SCENARIO

The Confederate player must immediately move to defend Fox's Gap while remaining prepared for any threat to Turner's Gap. Turner's Gap is critical, but the right flank towards Fox's Gap has to be stabilized. Your central position allows great flexibility and control that if utilized properly can insure victory.

For the Union player every available point needs to be gained. You must take Fox's Gap and hold it. This will yield invaluable points and a position from which Turner's Gap or Zittletown can be threatened. Initially, place yourself towards Fox's Gap; once your orders have been formulated and issued here ride North and coordinate the First Corps as it arrives on the right flank. To win you must hold Fox's Gap and take Turner's Gap, and/or significant objectives closer to Boonsborough.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in the ***Decisive Battles*** manual.

PREPARING THE DISK [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> the First Bull Run scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have

SOUTH MOUNTAIN - Objectives

OBJECTIVE NUM.	1-23	1	2	3	4	5	6	7
OBJECTIVE NAME	[11]	To Boons'br	Monument H	Peak Hill	Zittlestown	Turner's Gap	Farm House	Moser's Field
MAP LOCATION	(x,y)	12,0	14,4	8,4	10,5	10,7	8,8	17,7
START TURN (N)	1-95	1	1	1	1	1	1	1
STOP TURN (N)	1-95	16	16	16	16	16	16	16
VPs/TURN (N)	0-255	20	5	10	10	10	5	2
VPs AT END (N)	0-255	100	50	50	40	40	15	10
MAN. VALUE (N)	0-15	0	0	0	0	0	0	0
START TURN (S)	1-95	1	1	1	1	1	1	1
STOP TURN (S)	1-95	16	16	16	16	16	16	16
VPs/TURN (S)	0-255	1	1	1	1	2	2	1
VPs AT END (S)	0-255	20	5	5	10	20	10	5
MAN. VALUE (S)	0-15	0	0	0	0	0	0	0

OBJECTIVE NUM.	1-23	8	9	10	11	12	13	14
OBJECTIVE NAME	[11]	Maines' Field	O'Neil's Fld	Crossroads	Fox's Gap	Upper Field	Menzer's	Bolivar
MAP LOCATION	(x,y)	16,9	12,11	7,10	4,9	1,8	3,13	6,15
START TURN (N)	1-95	1	1	1	1	1	1	1
STOP TURN (N)	1-95	16	16	16	16	16	1	1
VPs/TURN (N)	0-255	1	2	2	6	2	0	0
VPs AT END (N)	0-255	5	5	5	30	5	0	0
MAN. VALUE (N)	0-15	0	0	0	0	0	0	0
START TURN (S)	1-95	1	1	1	1	1	1	1
STOP TURN (S)	1-95	16	16	1	16	16	1	1
VPs/TURN (S)	0-255	1	2	0	4	2	0	0
VPs AT END (S)	0-255	5	5	0	20	5	0	0
MAN. VALUE (S)	0-15	0	0	0	0	0	0	0

OBJECTIVE NUM.	1-23	15	16
OBJECTIVE NAME	[11]	Mt Tabor	Frosttown
MAP LOCATION	(x,y)	11,14	13,13
START TURN (N)	1-95	1	1
STOP TURN (N)	1-95	1	1
VPs/TURN (N)	0-255	0	0
VPs AT END (N)	0-255	0	0
MAN. VALUE (N)	0-15	0	0
START TURN (S)	1-95	1	1
STOP TURN (S)	1-95	1	1
VPs/TURN (S)	0-255	0	0
VPs AT END (S)	0-255	0	0
MAN. VALUE (S)	0-15	0	0

two disk drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store the First Bull Run scenario in any unused save-game location. This procedure prepares the template on which we will build the South Mountain scenario.

The Warplan™ menus are displayed on the back of the game menus card.

Title [5c]. There are three lines of text for the title.

South Mountain

The Battle of Turner's Gap

September 14,1862

Do not change the command names. Go back to Menu J and re-save the game in the same location.

Map Size [5a(i)]. The top left sector is 0. The bottom right sector is 4.

Define Terrain [5a(ii)]. The accompanying Terrain Effects Chart lists the details of the active terrain types for this scenario. Suggested icons are as follows. T2 (Swamp) - use T22; T3 (Farmland) - use blank icon; T4 (Woods/Rough)

- see accompanying diagram; T5 (Hill) - use T3; T6 (Orchard) - unchanged; T7 (Slope) - see accompanying diagram; T8 (Saw Mill) - see accompanying diagram; T9 (Mountain) - use T12 (but change colour to brown); T10 (Woods/ Slope) - see accompanying diagram; T11 (Town) - unchanged; T12 (Wooded Hill) - see accompanying diagram; T13 (Church) - unchanged; T14 (Mtn House) - see accompanying diagram; T15 (W'ded H (F) - use same icon as T12 (Wooded Hill). The accompanying icons have been designed on an Apple system. Commodore users will need to make minor modifications to get the best aesthetic effect.

Create Map [5A(iii)]. Select the <CLEAR> line from Menu J. Clear only the map. Do not clear the data. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex. All hexes begin the game under Confederate control. The map shows which roads should be entered as hidden (sunken) roads. Where roads run through town hexes, make those roads into hidden roads; it looks better if you do. Terrain type T15 represents the barricades erected by the Rebels. The map does not distinguish between fortified and unfortified wooded hills. There are two fortified wooded hill hexes - (8,8) and (9,7). The Mtn House hex type is the northern end of the barricade at Turner's Gap; hex (10,7) should be terrain type T14.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Limits [5B(i)]. Before you can set the force limits, you must go through all the Union units in the data base and clear them. There are only 4 divisions and 12 brigades so it won't take long. The force limits are as follows; corps (4), divisions (10), brigades (30). There are not that many Rebel units of course; what we have done is make room for additional Rebel units if we want to enlarge the scenario.

Do not change the weapons limits or weapon types data bases.

Forces [5B(iii)]. Edit the North Army HQ as follows; (Burnside) (-) (Army of the) (Potomac) (4,17) (1) (5) (1) (0) (0) (3) (3) (3) (2). Edit the South Army HQ as follows; (D H Hill) (-) (Army of N) (Virginia) (10,7) (0) (0) (0) (11) (5) (9) (5) (1) (6).

There are two North corps. In the '4' slot enter (Hooker), (11,17) (0) (10) (0) (5) (1) (8) (5) (4) (2) (7). In the '5' slot enter (Reno), (0,17) (0) (6) (0) (11) (1) (10) (6) (4) (1) (7). There are no South corps.

There are 8 North and 1 South divisions. There are 20 North brigades and 14 South brigades. See the accompanying tables for details.

Objectives [5B(iv)]. Enter the data from the accompanying table.

SOUTH MOUNTAIN
UNION FORCES
Right Wing, Army of the Potomac
Maj.-Gen A. E. Burnside

Hooker's Corps (I Corps)

Hatch's Division
Phelps' Brigade (Phe; 600 men, 2 guns), **Doubleday's Brigade** (Dou; 900 men, 2 guns), **Patrick's Brigade** (Pat; 600 men, 2 guns), **Gibbon's Brigade** (Gib; 900 men, 4 guns)

Ricketts' Division
Duryea's Brigade (Dur; 1,100 men, 4 guns), **Christian's Brigade** (Cht; 600 men, 4 guns), **Hartsuff's Brigade** (Hrt; 1,300 men, 4 guns)

Meade's Division
Seymour's Brigade (Sey; 1,100 men, 12 guns), **Magilton's Brigade** (Mag; 900 men, 4 guns), **Gallagher's Brigade** (Gal; 600 men, 4 guns)

Reno's Corps (IX Corps)

Cox' Division
Scammon's Brigade (Sca; 1,400 men, 6 guns), **Crook's Brigade** (Cro; 1,700 men, 6 guns)

Wilcox' Division
Christ's Brigade (Chr; 1,400 men, 4 guns), **Welsh's Brigade** (Wel; 1,700 men, 6 guns)

Sturgis' Division
Nagle's Brigade (Nag; 1,400 men, 4 guns), **Ferrero's Brigade** (Fer; 1,700 men, 4 guns)

Rodman's Division
Fairchild's Brigade (Fai; 1,300 men, 4 guns), **Harland's Brigade** (Har; 1,800 men, 4 guns)

Pleasonton's Cavalry Division
First Brigade (1Cv; 400 men, 6 guns), **Second Brigade** (2Cv; 400 men, 6 guns)

SOUTH MOUNTAIN
CONFEDERATE FORCES
Army of N'thern Virginia
Maj.-Gen. Daniel H. Hill

Hood's Division
Law's Brigade (Law; 1,200 men, 4 guns), **Wofford's Brigade** (Wof; 900 men, 4 guns)

Independent Brigades
Colquitt's Brigade (Col; 1,100 men, 4 guns), **Garland's Brigade** (Gar; 900 men, 4 guns), **Rosser's Brigade** (Ros; 400 men, 4 guns), **G. B. Anderson's Brigade** (GBA; 1,200 men, no guns), **Rodes' Brigade** (Rod; 1,200 men, no guns), **Ripley's Brigade** (Rip; 1,300 men, 2 guns), **G. T. Anderson's Brigade** (GTA; 800 men, 2 guns), **Drayton's Brigade** (Dra; 400 men, 2 guns), **Jenkins' Brigade** (Jen; 500 men, 2 guns), **Garnett's Brigade** (Grn; 400 men, 2 guns), **Kemper's Brigade** (Kem; 400 men, no guns), **Evans' Brigade** (Eva; 600 men, no guns)

Scenario Setup [5D(i)]. Enter the following data; Date (14), Month (9), Year (62), Century (18), North Maximum Hex Movement is (7,10,0,7,10), South Maximum Hex Movement is (8,0,0,7,14)), neither side is encamped and VP awards are 15 per North leader, 25 per South leader, 3 per 100 North men and 8 per 100 South men.

Scenario Details [5D(ii)]. For Day 1 the weather is clear, the North is Offensive (1), 6am to 5pm are daylight (3), move (1) turns, 6pm to 7pm are dusk (2), move (1) turns, 8pm is a night (0), move (1) turn and 9pm is a night (0), end (2) turn.

Finally, save again and the scenario is ready to play.

LIKELIHOOD

Opportunities abound to create many exciting variants to this scenario.

What if McClellan had moved forward on Saturday 13th? [even the most incompetent Union player should win this one!]

What if Longstreet's Corps had been closer to Boonsborough?

Continued on page 48

THE AMERICAN CIVIL WAR

A Short History in Two Parts

By Stephen Hart

Part One

Between the years 1861 and 1865 the United States of America was engaged in a bloody civil war. It was fought between the states of the north and the states of the south and, with a few exceptions, between states in which slavery was practised and states in which it was not. This has led many to regard it as a war against slavery but although slavery was a primary issue in precipitating the conflict, the war itself had a constitutional base. Specifically, it was about the rights of the individual states of the Union versus the rights of the Union itself and whether states had the right to secede from that Union. Lincoln stated this unequivocally in 1862.

"My paramount object in this struggle is to save the Union, and is not either to save or destroy slavery. If I could save the Union without freeing any slave, I would do it; and if I could save it by freeing all the slaves, I would do it; and if I could save it by freeing some and leaving others alone, I would also do that."

Lincoln

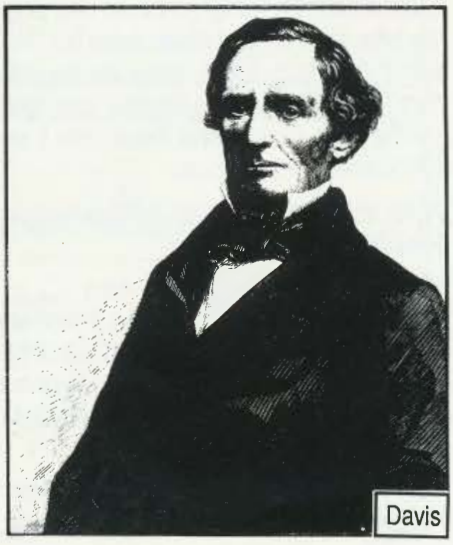
Nevertheless, slavery was a major factor in disunion. The economy of the huge cotton plantations of the southern states was based on slave labour.

Many powerful people had a vested interest in maintaining the institution and anti-slavery sentiments in the south tended to be swamped by pro-slavery propaganda. Whether or not slave-holding was allowable under the Constitution more or less depended on how one interpreted that document.

The use of slaves was objected to on many grounds. As a moral issue it completely split the Protestant churches. The Methodist Church was unlucky enough to be caught both coming and going. In 1843 the Wesleyan Methodists withdrew from the main body because it failed to take an official anti-slavery stand. Two years later the Southern Methodists left because of unofficial anti-slavery discussion. Some considered slavery undemocratic because it produced a small, powerful minority class of landholders. Some saw in this a "conspiracy" to extend slavery everywhere. Some considered it economically unsound because the poor white man in the south could not compete. All these groups were in favour of abolition although the "hows" and "whens" were as varied as the "whys".

Important also were those who had no objection to slavery per se but were opposed to its extension. The main group here was the "Free Soilers" which represented the Northwest farmer. He could not afford the cost of slaves, nor was his type of agriculture, based on the 160 acre homestead, suitable for slavery. He had no desire to see his fertile soil given over to huge plantations.

In 1854 these diverse elements came together to form the Republican Party. Its intent was to resist the extension of slavery but abolitionists also joined in droves forming the agressive, radical element. American politics was rapidly polarising. The old Whig party was fragmenting



Davis

and would soon be dead and the Democrats, controlled by the South, were rapidly losing Northern support.

In the Presidential elections of 1856 the Republican candidate John C. Fremont (a man, according to a contemporary, with "all the qualities of genius except ability") promised, among such things as a railroad to the Pacific, opposition to the extension of slavery. He polled a million votes and carried all but five of the states north of the Mason-Dixon line. This result caused real fear in the South and led to much talk of secession if the 1860 election should go against them.

For the time being, however, the President was James Buchanan. He appears to have been inadequate to his task but his term of office produced one important legal decision and inspired one well-known song.

Two days after his inauguration the Supreme Court finally handed down a decision on the Dred Scott case. Briefly, Dred Scott was a St Louis negro slave who, when working for an army surgeon, had resided for a time in Illinois and Wisconsin territory.

He sued for his freedom on the basis that his residence in free territory had ended his status as a slave, claiming Missouri citizenship. In a split decision, the Court decided that the claim was invalid. The decision was critical because slavery was forbidden in Wisconsin under the Missouri Compromise. The Dred Scott decision said that the Compromise was unconstitutional because it failed to protect the right of property (in this case slaves) thereby effectively admitting that the whole nation was open to slavery. The decision appalled the North.

The song was inspired by an abolitionist zealot by the name of John Brown. On 16 October 1859 he and eighteen followers seized the arsenal at Harper's Ferry, Virginia and sent out men to call on all slaves to rise against their masters with arms from the arsenal. Unfortunately, Harper's Ferry was nowhere near the heavily slave-populated plantation areas; only a few rather confused negroes could be found and these had to be brought back by force.

Two days later Robert E. Lee and J.E.B. Stuart turned up with a force of Federal marines and retook the arsenal. Brown was indicted for treason and hanged on December 2. It was a poorly conceived plan initiated by a half-crazed fanatic but nevertheless before his body had even started to moulder in its grave his soul was marching across America in hob-nailed boots. Many abolitionists applauded his action. Louisa May Alcott referred to him (apparently in all seriousness) as "Saint John the Just" and Emerson hailed him a martyr. The South was worried, the incident raising the old spectre of the "Black Terror" in which their happy, contented slaves unaccountably rose up and massacred them.

In 1860 matters came to a head when the six-year-old Republican party succeeded in uniting the voters of the North-east and the North-west and an Illinois lawyer by the name of Abraham

THE BATTLE OF FIRST BULL RUN

21st July, 1861

The first major battle of the Civil War was fought at Bull Run Creek, near Manassas railway junction (after which the battle is sometimes named). The armies involved were not large by Civil War standards. On the Union side, led by Brigidier-General Irvin McDowell, were approximately 30,000 men divided into four divisions under Tyler, Hunter, Heintzelman and Miles. On the Confederate side, led by Brigadier-General Pierre Gustav Toutant Beauregard, was a similar number of troops divided into thirteen infantry brigades under Bonham, Ewell, Jones, Longstreet, Cocke, Early, Holmes, Kershaw, Evans, Jackson, Bartow, Bee and Smith and one cavalry brigade under Stuart. Few of the troops on either side had been in battle before.

Each general had planned a turning movement on the right flank but confusion in the orders meant that Confederate attack did not develop properly and it was on Beauregard's left flank that the battle was mostly fought. McDowell's plan involved a feint by Tyler's division at the stone bridge and a further feint by a brigade of Miles' reserve division at Blackburn's ford. Simultaneously, Hunter's and Heintzelman's Divisions would attack from the north, having crossed Bull Run at Sudley Springs.

McDowell had allowed for the difficulties of moving his inexperienced troops into position by starting the flanking movement at 2.00 am but even so they did not reach Sudley Springs until 9.30, some two and a half hours late. By this time the false attacks at the stone bridge and Blackburn's ford had been underway for some hours and Beauregard was becoming highly suspicious at their lack of progress. When he received a message that troops were crossing the Bull Run at Sudley Springs he knew at once that this must be the main attack and moved accordingly.

McDowell had about 18,000 men in his attacking force and Beauregard was obliged to feed in troops piece-meal and several times the defence nearly broke. He was aided by men like Evans and Bee who moved in their brigades on their own initiative and by the staunchness of Jackson's Virginians. Bee's rallying cry "There is Jackson standing like a stone wall", was the origin of Jackson's famous nickname.

By about 3.30 pm his line was not only solid, it overlapped the Union lines on their right flank and he gave the orders for an attack. The green Union troops gave back, at first in a fairly ordered retreat, but as the pressure continued cries of "Betrayal!" broke out and they panicked and ran. The equally green Confederate troops, however, were too disorganised to follow up and the Union army retreated safely to Washington. Casualties were about 2,000 Confederate to 3,000 Union.

THE BATTLE OF SHILOH

6th-7th April, 1862

The battle fought between Shiloh Church and the Pittsburg Landing on the Tennessee River was initiated by Confederate Generals Johnston and Beauregard in an attempt to catch the Union Armies divided. Ulysses S. Grant, Halleck's second in command, was camped on the Tennessee with 40,000 men in six divisions. He was awaiting the arrival of Buell's Corps with a further 20,000 men. The Confederate forces also numbered 40,000 and were divided into four corps together with Forrest's cavalry brigade. As Grant's flanks were protected there was no alternative but a frontal attack. Johnston and Beauregard relied on surprise to tip the balance in their favour.

Setting out from Corinth on 3rd April, Johnston planned to attack on 4th but the inexperience of his marchers and the difficult wooded terrain meant that his troops were not in position until the evening of the 5th. By this stage, Beauregard wanted to call the whole thing off, convinced that surprise had been lost. He was wrong, but he should have been right. The men blundered along with all sorts of noise and inefficiency. Grant, however, was convinced that his enemy would not leave Corinth and ignored all indications to the contrary.

When the attack came on the morning of the 6th, therefore, Grant's army was still cooking its breakfast. Prentiss and Sherman were nearest to the point of attack and both abandoned their coffee rapidly. Nevertheless they managed to form a rough line and McClernand came up to fill the gap between them. Although many of the troops were green, most of them held to their guns, giving way only under heavy pressure. Prentiss was making a stand in the natural shallow trench of a sunken road, soon to become known as the "Hornets' Nest". As the day wore on he held his position against twelve assaults and two hours of point-blank cannonade from 62 guns. Finally, outflanked and surrounded he surrendered at 5.30pm, his entire division killed, wounded or captured.

His stand had given Grant what he needed, which was time. Lew Wallace's division was camped some five miles away and Nelson's division of Buell's Corps was somewhere across the river and he sent out urgent messages hurrying them on. In the event neither arrived in time to fight that day but Grant managed to hold a line about one and a half miles back from his starting position. The Confederate attack became disjointed as units became mixed in the rough, wooded terrain. Matters were not helped much by the death of Albert Sidney Johnston who bled to death from a severed femoral artery.

Beauregard had received a false report that Buell was moving towards Decatur so he made no effort to withdraw overnight. Although he did not realise it, his position was hopeless. Grant had more than 20,000 fresh troops and outnumbered his opponent significantly. The Union attack initially took the Confederate troops by surprise and they gave ground but Beauregard was able to make an orderly withdrawal .

Casualties on both sides were high: 13,047 Union and 10,694 Confederate, almost one quarter of the troops involved, figures which shocked both sides. There were cries for Grant's dismissal but the pragmatic Lincoln refused. "I can't spare this man" he said "He fights." Each side claimed some sort of victory but the strategic advantage was definitely with the Union for the South was never again strong enough to re-take Western Tennessee.

Lincoln became President. The Republican Party platform was varied and extensive and slavery was only one of many items. Furthermore it promised not to take action against States in which slavery was practised, being committed only to prevent its extension. Nevertheless many southerners did not trust the radical abolitionist elements of the Party and decided that they had had enough.

On 20th December a convention met in South Carolina and adopted an Ordinance of Secession from the Union. Before the end of January 1861 Mississippi, Florida, Alabama, Georgia, Louisiana and Texas had followed.

On 8th February 1861 the rebellious states met in Montgomery, Alabama and adopted a provisional constitution for the Confederate States of America. Jefferson Davis was chosen as President for the single six-year term the new constitution allowed. His inaugural address was moderate and spoke of such matters as agriculture and tariffs. He did not mention slavery nor did he consider possible reconciliation with the Union. He spoke in optimistic terms of the future: "Obstacles may retard, but they cannot long prevent the progress of a movement sanctified by its justice and sustained by a virtuous people."

Lincoln, in his inaugural, also stressed restraint, promising not to interfere with slavery in those states where it existed. His position on secession, as befitted a lawyer, held the law to be above the reality:

"It is safe to assert that no government ever had a provision in its organic law for its termination. No State upon its mere motion can lawfully get out of the Union. I therefore consider that the Union is unbroken."

This was by no means a naive position. By further asserting "You can have no conflict without being yourselves the aggressors" he forced the South to accept responsibility for any conflict that might occur. It also meant that, legally speaking, Davis did not exist and to Lincoln he remained throughout the war an "invisible man".

Here the matter rested for a month. The first action arose over the question of Federal property in the South. Post offices, arsenals and forts belonging to the United States had been occupied without fuss but Fort Sumter, commanding Charleston harbour, was a different matter. The garrison was extremely short of supplies, the Confederates refusing to let supply ships through. On 11th April 1861, Beauregard for-

mally requested that the fort be handed over and the the Commander, Anderson, refused. At 4.30 am on 12th April a sixty-seven year old Virginian by the name of Edmund Ruffin had the debatable honour of pulling the lanyard which fired the first shot of the war. Firing continued until Saturday with no casualties on either side.

On Sunday, with supplies fast running out, the fort surrendered. While a fifty-gun salute was being fired to the flag (this being allowed under the terms of surrender) an accident gave Private Daniel Hough the unenviable privilege of being the first man killed in action in the war. On April 15th Lincoln issued a proclamation calling for 75,000 militia to serve for ninety days because of "combinations too powerful to be suppressed by the ordinary course of judicial proceedings".

It was not a declaration of war. Only Congress had that power and Congress was not in session, although a special session was called for July 4th.

The proclamation crystallised attitudes in the so far uncommitted border states. Virginia declared for the South although several counties objected and were eventually admitted to the Union in 1863 as West Virginia. Arkansas, Tennessee and North Carolina also declared for the south but Maryland and Missouri were kept loyal by the speedy dispatch of Union militia.

Kentucky proclaimed itself neutral but when in September Confederate troops entered in violation declared itself for the Union.

When the final count was in it did not look good for the Confederacy. Eleven states had left the Union, twenty-two remained within it. The Confederacy had nine million people, one third of whom were slaves, the Union had twenty-two million and a steady stream of immigrants.

The South had only two main east-west railroad lines and no ability to manufacture engines or rolling stock. Nearly all known deposits of coal, iron ore and copper were in the North, together with ninety-two percent of the country's industrial capacity.

The Navy stayed loyal to the North and most of the merchant marine was northern-owned. Any sensible man in the South would have looked at these odds and given up without a fight. There seemed, somehow, to be a lack of sensible men.

THE VIRGINIA THEATRE
Opening Shots

At the end of May the Confederate capital was moved from Montgomery to Richmond. Davis objected to moving from the safety of the Deep South to a position of strategic risk but he was over-ruled by a Congress either bored with the sedate Montgomery or in need of a position from which to thumb noses across the Potomac. As Washington and Richmond are only 100 miles apart there was plenty of opportunity for the latter and this small area of Virginia and Maryland became a major focal point of the war.

Before any serious fighting could start, however, each side had to find an army. The Union retained control of the 16,000 man regular army, to be augmented by Lincoln's 75,000 militia. What was lacking were experienced and competent general officers, the best of whom had declared for the South.

The Confederate Army was rather better organised. As well as the advantage of good officers, Jefferson Davis was himself a West Point graduate and a veteran of the Mexican war. Shortly after Lincoln's first call for troops he requested 100,000 volunteers. Many militia companies that answered the call were already organised and equipped.

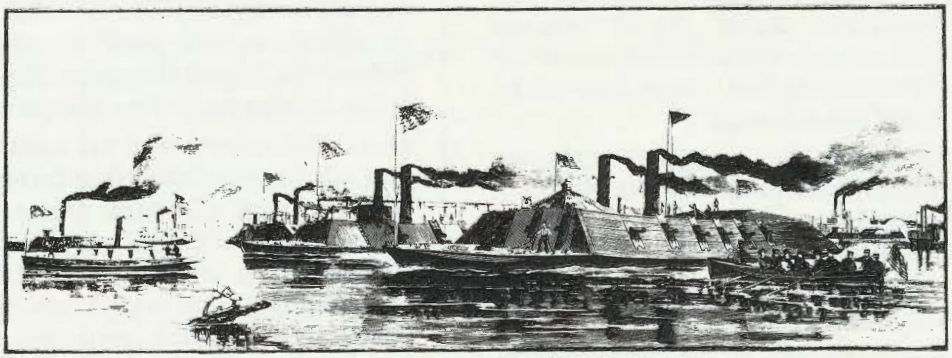
Early fighting favoured the Union cause. In North-west Virginia, among the loyal counties, George Brinton McClellan, commanding the Ohio volunteers was having a marvellous time. The 4,000 Confederate troops under Robert S. Garnett had had a long march across the Allegheny ridges in order to reach an area in which they were not wanted. McClellan's 8,000 had merely had to cross the Ohio river. On June 3rd at Philippi he successfully played Augustus to Garnett's Brutus with a night attack. Chasing the retreating army he succeeded in capturing a significant part of it at Rich Mountain on 11th July by a brilliant flanking movement. Garnett had the honour, two days later, of being the first General Officer to die in the war.

Lincoln, realising that the 90-day enlistments would soon be running out, decided that action must be taken with the troops in Washington. McDowell had proposed a plan which involved moving 30,000 men against Beauregard and the Confederate concentration around Manassas, although even he was unhappy with the raw state of his troops. Scott, supreme commander of the armed forces, objected strenuously but was over-ruled by the President who declared that the troops of both armies would be equally untrained.

The march was planned for July 8th but problems of organisation and supply held this up for eight days. When it finally got under way it had aspects of farce. Inexperience caused the columns to "concertina" with troops either standing still or running for long periods. Congressmen and ladies with picnic baskets harried the column with their buggies and a general air of festivity reigned as men discarded such heavy and unnecessary items of equipment as their cartridge boxes and went berry picking. By the time everything had been sorted out, the single day's march had stretched into three.

The delay meant that Beauregard had been able to re-inforce his army with 9,000 troops under Johnston's command, supposedly being held down by Patterson near Harper's Ferry. McDowell's battle plan, involving two feints and a co-ordinated flank attack, went sadly awry and his inexperienced troops were heavily defeated. Fortunately, Beauregard's men were in no state to follow up their advantage and the army retreated unmolested.

In Washington, Lincoln reacted with gloom but characteristically without despair. He sent



The Scourge of the South. *Foote's gunboats patrol the Mississippi*

immediately for McClellan, the hero of western Virginia, to extricate them from the mess. The only bright note seemed to be that the army had finally sorted out its fast marching problems - in one night it had succeeded in retracing a journey that had taken three days on the way out.

SCOTT'S ANACONDA

General Winfield Scott, hero of the Mexican War, was head of the armed forces at the outbreak of war and remained in that position until Lincoln accepted his application for retirement on Nov. 1st 1861. He was an old man by this stage and his direct contribution to the war was not great but he nevertheless was to have a long-term influence via his so-called Anaconda plan.

The plan involved a blockade of all the Confederate ports on the Atlantic coast and in the Gulf of Mexico and a conquest of the Mississippi with an army supported by gunboats. This would cut the South off from the markets of Europe and the cattle and grain of Texas. It was perhaps optimistic in its initial outlook, partly because Scott expected that the South would soon come to its senses and surrender without a fight, but mainly because of the difficulties involved in blockading 3549 miles of coastline and 189 ports with a navy of 42 ships. Nevertheless Lincoln recognised the overall soundness of the plan, based as it was on the Union's overwhelming superiority of numbers and material, and on April 19th 1861, one week after the surrender of Fort Sumter, he ordered the plan implemented.

In the South (as indeed in much of the North) the blockade was regarded with derision and was even seen by some as a positive good. The South had a virtual world monopoly on the cotton which kept the dark, satanic mills of England and France spinning at such a rate. When the warehouses (unfortunately currently bulging with a surplus from the previous year's bumper crop) emptied, Jefferson Davis was confident that Europe would come forward with diplomatic recognition, materiel of war and the help of powerful navies.

Howsoever, Union planning went ahead apace. The navy was expanded rapidly until by the end of the year it consisted of 264 ships, 2557 guns and 22,000 sailors. A joint Army-Navy policy of seizing harbours and land installations to reduce blockade work was implemented.

The first operation, on 28th-29th August 1861 was modest but successful. Fort Hatteras and Fort Clark guarded the entrance to the Pimlico Sound, an enclosed area of islands and reefs which made an ideal haven for raiders and blockade runners. It was a simple task. The navy had superior ordnance and, from a safe distance, lobbed shells into the forts until they surrendered.

The second operation was even simpler. Ship Island, off the Mississippi coast, provided an excellent base from which to patrol the Mississippi delta and the port of New Orleans. The Confederate fortifications were incomplete, the guns unready. On 17th September the navy calmly sailed in and took over.

THE BATTLE OF SECOND BULL RUN

29th-30th August, 1862

The second battle at Bull Run Creek occurred after several days of manœvre on the part of both armies. Lee turned Pope out of a strong defensive position near Sulphur Springs on the Rappahannock by sending Jackson around behind his lines to destroy his supply base at Manassas, which he burned on 27th. Pope set out in pursuit but could not find Jackson until a sharp engagement at Groveton on the evening of 28th revealed his position. Pope's army consisted of 60,000 men divided into five corps under Sigel, McDowell, Heintzelman, Porter and Reno. Lee's consisted of about 52,000 in two corps under Jackson (25,000) and, when he arrived, Longstreet (27,000).

Jackson was deployed in a NE-SW line in an unfinished railway cutting in the woods to the north of Groveton. Pope planned co-ordinated attacks on both flanks but this proved impossible as McDowell and Porter had been delayed in the darkness. However, he sent in Sigel, Reno and Heintzelman. An attack on Jackson's left flank nearly broke through but was held in some savage hand-to-hand fighting. All day, Jackson's line wavered as it was struck by repeated attacks but it never quite broke. Pope was annoyed with Porter for not attacking Jackson's right but Porter refused, saying that he was facing Longstreet and half the Confederate army. Pope did not believe him but it was true - Longstreet had arrived mid-morning, but took no part in the battle that day, being worried about reports of troops at Manassas (this turned out to have been Porter).

On the 30th, Pope, observing only a few of Jackson's troops, assumed that he was retreating and prepared to follow up. In point of fact, his own position was precarious in the extreme for Jackson had simply pulled back into the woods for a rest. With Longstreet deploying to the south, Pope was in the jaws of a "V", the apex of which was bristling with artillery. Pope took time to prepare his "pursuit" properly and it was not until mid-afternoon that the attack was launched. The canny Longstreet waited until all the reserves were committed before unleashing his artillerymen. They sent heavy, rapid fire into the flank of the advancing Union troops who fell back shattered.

At last, Longstreet sent his soldiers forward. Jackson's men, realising this, also swept forward and the jaws of the nut-cracker closed. The Union retreat, although precipitate, was a marked contrast to the retreat from 1st Bull Run, almost a year before. It lacked the overall sense of panic, and a number of fighting stands meant that the retreat was successfully carried out. Nevertheless, the casualty figures - Pope's total of killed, wounded and captured came to 18,000 compared to Lee's 9,000 - told the story.

THE BATLE OF ANTIETAM

17th September, 1862

McClellan's 80,000-strong army arrived at Antietam Creek on the afternoon of 15th November to find Lee with 18,000 in a strong position in front of Sharpsburg. There was no attack on the 16th as McClellan wanted a clear look at the terrain and at Lee's dispositions before attacking, which increased Lee's numbers to 26,000 when Jackson arrived at noon. When the attack started on 17th, Lee's army was still scattered, but by the end of the day, the missing divisions of McLaws, Anderson and A.P. Hill would arrive. McClellan's plan consisted of an upstream crossing by Hooker, Sumner, Mansfield and Franklin, followed by an attack on Lee's left, where Jackson was placed and a simultaneous attack on Lee's right by Burnside against Longstreet. In the event, the attacks were not well co-ordinated.

Hooker was the first to attack and in spite of fierce resistance he pushed back the Confederate line. He was viciously counter-attacked and driven back by the men of Hood's division who, in the Dunker churchyard, had been having their first hot meal for days and were consequently furious at being interrupted. Mansfield then attacked along the same route. Mansfield himself was killed but his corps took and held a forward position just short of the church. Williams, now in command, sent for re-inforcements to exploit the position. Sumner's corps came up, but by a different route, and the lead division was caught in column on the flank by McLaws division (which had arrived earlier in the morning) and massacred.

This was basically the end of the attack on that flank, but Sumner's remaining two divisions pressed forward against D.H. Hill who was holding the centre with the newly arrived Anderson. Hill had a strong position in a sunken road but, due to a misunderstanding, the brigade on the left fell back and the others became open to enfilading fire and were also forced to retire. They were too weak to withstand an assault and Franklin, arriving with another five brigades, saw this and requested permission from Sumner to advance. But Sumner, still shaken by the mauling of his first division, refused and so, despite Franklin's pleas, did McClellan. This ended the attack in the centre.

On the south flank, Burnside had been trying all morning to get across the river by the bridge which was thereafter to bear his name. His four divisions were being held at bay by a single brigade under the command of Robert Toombs. It is perhaps typical of the unfortunate Burnside that he forgot to check the depth of the water by the bridge, which was easily wadable. About one o'clock he finally stormed the bridge and in the face of this, and another division which had found a ford downstream, Toombs fell back. After more delays Burnside finally got the main attack underway at 3.00 pm and drove towards Sharpsburg. All was going well when A.P. Hill arrived after a forced march from Harper's Ferry. Hill's men had replaced their tattered uniforms with the neat, new blue ones they found at Harper's Ferry and this caused much confusion as they drove into Burnside's left flank. The attack, which had been just about to swamp Lee, was broken in the nick of time and driven back.

Casualties were heavy on this, the bloodiest day of the war being 11,000 Confederate and 12,000 Union. Strategically, the victory was McClellan's for Lee's position was impossible and he was obliged to retreat. Considering the possibilities missed for a crushing victory, however, it cannot be considered anything but a tactical failure.

The third and last operation of the year, on 7th November, was considerably more ambitious. The navy needed a large, deep-water harbour to maintain a year-round blockade on the busy ports of Savannah, Charleston and Wilmington. Port Royal was the chosen objective. Port Royal Sound was protected by two forts: Fort Beuregard with 20 guns on the north point and Fort Walker with 23 on the south.

The commander of the expedition, Captain Samuel F. Du Pont, evolved an original plan of attack: a squadron of nine of the heaviest ships ranged in line, flanked by a squadron of five gunboats, would enter the sound in parallel columns. The gunboats were to engage the small Confederate flotilla while the heavy squadron sailed back and forth in a widening elipse, engaging the guns of both forts.

The inexperienced Confederate gunners found it very difficult to hit targets which constantly changed speed, range and deflection. The Union gunners, however, seemed to have no similar difficulty. The attack started at 8.00 am. By 2.20 pm the Union flag was flying above a badly battered Fort Walker and Fort Beauregard surrendered at sunset.

Conventional naval doctrine had stated that one gun on land was the equivalent of four afloat. The battle for Port Royal Sound demonstrated graphically that the introduction of steam had completely invalidated the equation. The Union was now aware of the concentrated blasting power of its fleet and the knowledge would be put to good use in the coming year. The Anaconda was flexing its muscles and would soon begin to squeeze hard.

CAMPAIGN IN THE WEST

Johnston's Bluff

Kentucky, strategically critical to the control of the Mississippi and areas east, had declared itself neutral in the initial division of states. Both sides wanted it but hesitated to move in troops. Bishop Polk, commanding the Confederate forces, eventually cracked first and occupied Columbus on 4th September. Grant had actually planned to occupy the city on the 5th but Polk had committed the first violation and the indignant Kentuckians declared in favour of the Union.

In mid-September, Albert Sidney Johnston, one of the South's ablest generals arrived to take command of the Western Department. He must

have been appalled by what he found. Between the Mississippi and the mountains he had only about 20,000 troops. West of the river, Generals Price and McCulloch, despite their victory at Wilson's Creek on 10th August, were engaged in a mutual rivalry which suggested that they were only nominally on the same side. The first problem he attempted to solve with appeals in all directions for more troops. The second was solved in the New Year with the appointment of Major General Earl Van Dorn who ranked both Price and McCulloch. Brigadier General Felix Zollicoffer was sent with a small army of recruits to occupy the Cumberland Gap and guard the right flank.

Even with all this, however, Johnston was still faced by an opposing force which could have walked over him and hardly noticed. Instead of withdrawing he did what all good poker players, and all the best generals, do in an impossible position - he bluffed. As his none-too-generous re-inforcements started to arrive he sent William Hardee to occupy Bowling Green, about sixty miles north of Nashville, pushing his line forward. He sent out a stream of propaganda and disinformation, moved troops forward threateningly and sent statements to Southern newspapers tripling his troop strengths and hinting an imminent offensive.

Aiding this bluff was the fact that the Northern forces were not united, being under the separate commands of Buell (who replaced a badly out-bluffed Sherman, on sick leave to reconstitute his nerves) and Halleck. Johnston's movements were carefully co-ordinated. Buell and Halleck had much care but little co-ordination.

It was brilliant while it lasted but it could not last for ever. The first crack in the facade came on the right wing, not through any Northern offensive but because of Zollicoffer's inexperience. When Crittenden was sent east to assume command of the wing he found that Zollicoffer was camped on the north side of the unfordable Cumberland River, facing Thomas and an army twice as large as his own. He was ordered to move to the south bank but on an inspection in early January he found Zollicoffer still on the north. Worse still, the Union forces were starting to advance. In desperation he launched a dawn attack on the rain-sodden enemy encampment at Mill Springs but the attack failed and Zollicoffer was killed.

Although the right wing had more or less ceased to exist it did not prove to be a major strategic disaster. Thomas tried to lead his army on Nashville but he was unprepared for the barren nature of the region and finally was forced to halt at Chestnut Mound, some sixty miles short of his objective.

It was not until February that Johnston's position finally came unstuck, at which point the disintegration was spectacular. His downfall was the Cumberland River which, together with the Tennessee, flowed into the Ohio near Paducah. The Tennessee River plunged deep into Confederate Territory and threatened problems for the future but the immediate concern was the Cumberland which curved east past Clarksville (the site of the South's second largest ironworks) and Nashville, Johnston's supply base. Obviously if this were to become open to the Union gunboat fleet his railway bridges would rapidly be reduced to kindling and his supply situation would become untenable.

To prevent this disaster the rivers were blocked by forts: Fort Henry on the Tennessee and Fort Donelson the Cumberland, at a point where the rivers were only twelve miles apart. There were problems however. Some unsung genius had located Fort Henry on low ground subject to flooding and overlooked by the heights across the river. Tilghman, Johnston's engineer, had arrived in late November and spotted the problem at once. Unfortunately, come mid-January, he was still pondering the solution. When the Fort fell on 6th February it was a three-way race between Grant's infantry, Foote's ironclads and the rising river waters. In the event Foote narrowly won, capturing the fort a few hours before it was submerged. Grant's footsoldiers came a wet and muddy third.

Fort Donelson proved a slightly tougher nut but it fell on 16th February. Johnston, however, had already anticipated its fall. Like all good poker players he also knew when to fold and this was a clear-cut case of two-pair versus a full house. He pulled back to Nashville but knew he could not hold it. Leaving Forrest to salvage what supplies he could he fell back on Murfreesboro. Buell was still worried by Johnston's propaganda and his cautious advance did not reach the undefended city until 23rd February.

The loss of Nashville meant that Polk's position at Columbus was untenable and with reluctance he abandoned his fortifications and fell back. 7,000 men were sent to New Madrid and the fortress at Island Ten to block the Missippi. The remaining 10,000 were moved back to the railway junction at Humboldt whence they could be moved rapidly as necessity dictated.

It was now that Johnston reaped the whirlwind of his propaganda. The public had been expecting an advance and a crushing victory. What it got was a drastic retreat. It could not see the skill that had delayed this retreat for almost half a year and the pack was soon howling for Johnston's blood.

But whatever Jefferson Davis' faults (and like all men he had his share) he was not one to throw his friends off the troika and he maintained his support through a storm of letters, newspaper editorials and congressional delegations. Johnston remained in command.

CONFEDERATE DIPLOMACY
The "Trent Affair"

International recognition was important to the South to confirm her status, to deal with trade relations and, in the event of trouble, to facilitate the seeking of foreign intervention. A three-man mission was dispatched to Europe in the earliest days when the Confederate capital was still at Montgomery. Jefferson Davis was confident that his cotton supply would lead to automatic recognition and this confidence perhaps led to less-than-careful preparation.

Leadership of the mission was given to William L. Yancey, a militant and outspoken pro-slavery man who had gone so far as to propose the reopening of the African slave trade. He was not likely to be popular with any liberals with whom he had to deal. Furthermore the commission had no powers to make commercial treaties or any other treaties for that matter.

On 3rd May 1861 the commission secured an interview with the British Secretary of State for Foreign Affairs, Lord John Russell, but he was cool and non-committal and after a second meeting refused to meet them again, requesting that all communications be put in writing. In Paris, their reception by Napoleon III was very different in form yet curiously similar in content. Napoleon was gracious and receptive but regretted that, unfortunately, there was little he could do without England.

Eventually, Yancey gave up in disgust and sailed for home. The other two members of the commission, Mann and Rost, were sent to Spain and Belgium respectively and two new diplomats were appointed. James M. Mason and John Slidell were both former U.S. Senators and presumably much more suited to their task although Mason was still strongly pro-

slavery. They successfully ran the blockade to Havana where, on 7th November, they boarded the British mail steamer Trent.

On 8th November, Captain Charles Wilkes of the U.S.N. San Jacinto almost succeeded in starting another war with Britain. He took Mason and Slidell from the ship at gunpoint, insisting that they must be returned to the United States to stand trial as traitors. Apparently the union jack flying from the Trent's masthead did not enter into his calculations.

Davis could hardly believe his good fortune. Britain had received the news much as might be expected and Lord Russell immediately sat down to draft an ultimatum along the lines of "abject apology or war". The United States had never in its history shown itself to be very good at abject apology, particularly with regard to Britain. Tempers were hot on both sides of the Atlantic.

Fortunately, there were also hard-headed realists on both sides who saw that a war would be of benefit to neither. Lincoln, in his 1st December address to Congress, somehow forgot to mention the matter.

Prince Albert managed to modify Russell's demand for an abject apology into a polite request for an explanation. Secretary of State Seward managed to produce a document which more or less satisfied both sides and the matter was thankfully dropped. Mason and Slidell were released on New Year's Day.

The "Trent Affair" was the high point of Confederate diplomacy. When Mason and Slidell arrived in London and Paris they found things much as before. Russell remained coldly polite, Napoleon III charmingly evasive. The Times managed to sum up the general British position:

"The only reason for their (Mason and Slidell's) presence in London is to draw us into their own quarrel. The British public has no prejudice in favour of slavery, which these gentlemen represent ... They are personally nothing to us."

Confederate diplomacy had failed to convince.

MEANWHILE... BACK IN THE WEST

West of the Mississippi, Confederate forces were suffering their own disasters. Earl Van Dorn had attempted an ambitious flanking movement against Curtis at Pea Ridge and had been decisively defeated, thereby effectively losing the State of Missouri. Henry H. Sibley was attempting to gain control of the Rio Grande with the eventual aim of gaining control of California and giving the Confederacy unblockaded ports on the Pacific. He had very little in the way of men and equipment however, and despite some initial success, was soon forced to retreat. The campaign would end ignominiously in April with a ten-day trek through the desert which decimated his remaining forces.

Attempts to hold the Mississippi at New Madrid lasted only a short while and Pope took it on 13th March. The Island Ten fortress, however, a few miles upstream held on grimly and proved a much tougher proposition. Pope's army was on the west bank, downstream of Island Ten. If it

THE BATTLE OF FREDERICKSBURG

13th December, 1862

Fredericksburg was Ambrose E. Burnside's only major battle as commander as the Army of the Potomac but it forms a textbook example of bad generalship. He had hoped that by crossing the river at the obvious point he would take the devious Lee by surprise, which was in itself a great piece of optimism. Nevertheless, when he discovered that Lee was ready and waiting he did not cancel his attack but went ahead, which represents optimism of a much more profound sort. His so-called plan of battle was nothing more than a direct frontal attack, uphill, against a veteran army in a heavily fortified position and it produced much the disaster that might be expected.

Lee allowed the army to cross unopposed on the 12th and it spread out on the plain south of Fredericksburg. A heavy fog covered the low ground until mid-morning of the 13th when the battle got under way. Longstreet held the Confederate left on Marye's Heights, opposed by Sumner and Hooker. Jackson held the right where the slope was much less steep and he was opposed by Franklin.

About 11.30 am the first attack went in at Marye's Heights. Longstreet had deployed in a strong, barricaded position in a sunken road and the attack was bloodily repulsed. After a pause it came back, failed, came back and then failed again without a soldier having got within 50 yards of the Confederate position. On the opposite wing, Meade's small division managed to break through the Confederate line by trudging through an unguarded bog, but they were massacred by a strong counter-attack.

After this double failure there was a pause, then about 4.00 pm Sumner and Hooker were ordered to continue the assault on Marye's Heights and three more attacks went in, with as little success as before. By 6.00 pm, well after sunset, Hooker himself finally called a halt without reference to his superior. "Finding that I had lost as many men as my orders required me to lose" he wrote sarcastically in his battle report "I suspended the attack".

Apart from some minor artillery work on the following day, that was the end of the battle. Burnside wanted to continue the assault but his subordinates persuaded him against it. The 14th was a day of truce and on the 15th Burnside retreated under cover of a storm. All Burnside had achieved was the official casualty totals of 12,653 Union to 5,309 Confederate and this latter was reduced by more than a thousand when it was discovered that many independent-minded Southern soldiers had taken advantage of the confusion to go home for Christmas.

could cross to the east bank, Island Ten would be a fairly easy proposition but a motley flotilla of Confederate gunboats was preventing his crossing. The Union gunboats were nervous of running past the Island but eventually the ironclad Carondelet ran past during the night of the new moon on April 4th. The Pittsburg made the run two nights later and the Confederate gunboats sensibly withdrew. When the army crossed the river the Island Ten forces were cut off and surrendered.

Meanwhile, to the north-east of Corinth, near the Pittsburg Landing on the Tennessee River the Confederate Army was engaged in fighting one of the most disastrous drawn battles of the war. Grant was camped near Shiloh Chapel with approximately 40,000 men, awaiting the

Grant

arrival of Buell with another 30,000 so that they could advance on Corinth. Johnston and Beauregard, also with about 40,000 did not want to wait until the two combined. Ideally, Johnston would have like to wait for Van Dorn who was bringing 15,000 men from the Trans-mississippi but he had no time.

Initially, on 6th April, the battle went very well indeed. Grant, believing the Confederate forces to be demoralised, had neglected to dig in and did not have adequate scouts posted. The Union troops had to rapidly abandon their campfires when they realised that they were being over-run. After a while, however, the veteran troops stiffened their resistance and the battle was not over at sunset. Next day, the arrival of fresh Union troops turned the battle and the Confederates were obliged to retreat in their turn. One of their most serious losses was Johnston who died of a combination of a severed femoral artery and a companion who knew nothing about tourniquets. The South could ill afford to lose such a competent general.

Casualties were about 10,000 on each side but this number was far more serious to the smaller Confederate army. Halleck (justly) blamed Grant for the fiasco and took over command personally. He perhaps over-reacted to Grant's having being surprised for he inched his troops towards Corinth, entrenching as he went. He did not arrive there until the 30th May but on his belated arrival he took it without a fight. Beauregard had prudently withdrawn.

TIGHTENING THE COILS
Roanoke Is. to New Orleans

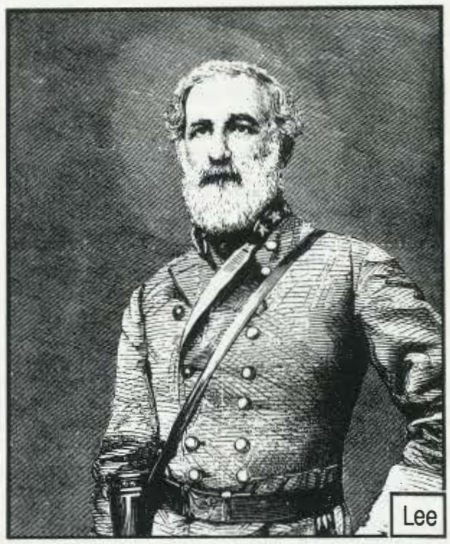
The navy, meanwhile, had been continuing its blockade and reduction of Confederate port facilities. North of Pamlico Sound lay Albemarle sound, control of which would threaten the Norfolk ship-yards from the rear. Its entrance was controlled by Roanoke Island which dominated the narrow entrance.

Control of the defense had been given in December to Henry Wise. He was not happy with what he saw. The guns were badly sited, no effort had been made to block the channels, the garrison was inadequate and he needed more ordinance and ammunition but he ordered what work he could to be undertaken in the way of sinking hulks across the channels.

January he spent in ever increasing frustration trying to convince his immediate superior, Major General Huger, of his needs and eventually contacted Secretary of War Benjamin himself, all to no avail. On 31st January he was confined to bed with pleurisy, undoubtedly aggravated by high blood pressure. It can have given him no pleasure when all his predictions came true a week later and the island fell to an amphibious assault on 8th February.

On 8th March, five warships of the blockade squadron stationed near Fort Monroe received a nasty shock. A weird looking object, about 130 ft long and looking, according to some observers, like "a terrapin with a chimney on its back" came steaming along the deep water channel out of Norfolk at a sedate five knots. It was the old steam frigate Merrimac, salvaged and covered in 2" armour plating, armed with ten guns and re-named Virginia. It was slow, it was ungainly and it drew 22 feet of water. It was also, the Navy discovered, apparently invincible. It sank the Congress and the Cumberland and ran two more frigates aground and would have sunk them had not the falling tide forced it to retreat. There appeared to be little to stop it raising the blockade all by itself.

Help, however, was on the way. The North had its answer to the Virginia with an ironclad of its own, the Monitor. Although it had only two guns, these were 11" rifles in a revolving turret. Its armour was a minimum of 5" and went up to 9" in the most critical locations and, perhaps most important, it drew only 12 feet of water. After a stormy journey it arrived on 9th March and engaged its opponent. After several hours of heavy pounding it became apparent that the contest was a draw. Neither could sink the


Lee

other, although both were badly knocked about when they called it a day. Strategically, it could be said to be a Northern victory inasmuch as the Virginia was prevented from sinking the rest of the wooden fleet. It was now obvious, moreover, that the days of wooden war-ships were strictly limited.

March and April saw the Navy hard at work. Four Atlantic ports fell in quick succession in March: Ferdandina (4th March), Brunswick (9th March), St Augustine (11th March) and New Bern (14th March). Appalachicola in the Gulf fell on 2nd April and on the Atlantic seaboard Fort Pulaski fell on the 11th and Fort Macon on the 25th.

More important than all these, and potentially disastrous from the Confederate point of view, the end of April saw the taking of the lower reaches of the Mississippi. Forts Jackson and

St. Phillip fell on 24th, and on 26th Farragut accepted the surrender of New Orleans. With Grant and Halleck pressing down from the north and Farragut advancing from the South it looked as if the Mississippi might be conquered any day. Had it not been for Vicksburg this might well have been the case but when Farragut called for its surrender in mid-May a message came back:

"Mississippians don't know, and refuse to learn, how to surrender to an enemy"

Looking at the tall bluffs bristling with guns Farragut decided he was not cut out to be an educator. Indeed, it would be more than a year before such a man could be found.

THE YORKTOWN PENINSULA CAMPAIGN

1. "No one but McClellan ... "

Following the disaster at First Bull Run, George ("The Young Napoleon") McClellan replaced McDowell with orders to get the army into shape. Without question he succeeded in this objective and on 1st November 1861 was appointed Commander in Chief of the armed forces, replacing the aging Scott. His main problem was an apparent inability to move forwards. Despite repeated urging it was not until March of the following year that he got his troops on the move, planning to attack Richmond via the Yorktown peninsula. And it was not until May that the troops gathered at Fort Monroe actually saw any action.

From the Confederate point of view the defence of the peninsula was a major headache. Indeed, the entire Virginian theatre looked grim with about 70,000 Confederate troops opposing some 200,000 Northerners.

Defence of the peninsular was given to John Bankhead Magruder who set to work with enthusiasm, building a long defensive line with Yorktown as its left flank. In case of trouble, a second line was built some ten miles back, just in front of Williamsburg. Lee wasn't happy about the possibility of these lines being outflanked and caused a third line to be be constructed about 10 miles in front of Richmond, anchored on the Chickahominy and the James Rivers.

Magruder, with inadequate numbers at his disposal, perpetrated a bluff worthy of Sidney Johnston using all the old tricks including moving artillery around and marching the same battalion of men round and round past a gap in the trees. It seemed to work, although as Joe Johnston commented on 22nd April during an inspection: "No one but McClellan could have hesitated to attack".

This was probably true but McClellan had been having his problems. Apart from the heavy rain that had turned the roads into bogs and the bogs into deathtraps he had been stabbed in the back by his own high command. On the 4th April he learned that Fort Monroe with its 12,000 garrison had been removed from his command; McDowell's Corp of 38,000 would not sail but would be kept in Washington; and recruiting had been stopped throughout the Union. It's not every day that a commander learns that he has simultaneously lost control of his base, a substantial part of his army and his ultimate source of re-inforcements.

Howsoever, he carried on and decided that a seige was the only answer. By the beginning of May he had set up 15 ten-gun batteries of 13" seige mortars and Johnston, appalled by the thought of 400 tons of metal arriving on the morrow, ordered evacuation on 3rd May. He perforce left behind him 56 heavy seige guns with ammunition, adding to McClellan's already copious supply. On 5th May, covering their retreat in very wet conditions, Confederate soldiers engaged their opponents in a particularly deadly bout of mud-wrestling, later to be dignified as the Battle of Williamsburg, and Johnston successfully retired towards Richmond.

2. Jackson in the Shenandoah

On 16th May, Lee learned that McDowell and 40,000 men would be moving south towards Richmond. This was a calamity. McClellan was camped to the east and only opposed, inadequately, by Johnston. If Johnston moved to intercept McDowell the city would fall. Conversely, if Johnston did not move then the city would fall when McDowell arrived. The only answer to this conundrum lay, oddly enough, in the character of Abraham Lincoln. Lincoln was always incredibly nervous about his capital and any apparent threat to it caused an over-reaction. Jackson was ordered to make an aggressive show in the Shenandoah Valley.

This sort of order made Jackson very happy. After a satisfactory little battle at Front Royal on 23rd May he violently dislodged Banks from his main supply base at Winchester on 25th. Apart from gaining 3,000 prisoners, 9,000 small arms and a small mountain of supplies, the operation had the desired effect of causing McDowell to be sent across to intercept. Lincoln had reacted as expected. Indeed, from the Confederate point of view, he reacted rather too well. He saw here a chance to trap Jackson's entire army and ordered Fremont in from the west to take Harrisonburg and the south end of the Valley.

Jackson stayed cool. He knew the danger all to well (although for some inscrutable reason he insisted on a delay while his troops put in several days' drill practice) but was determined to escape with his loot. It was in the end a close-run thing but he burst through the closing jaws of the trap with a skirmish at Cross Keys on 8th June and a battle at Port Republic on 9th. With 17,000 men he had occupied the attention 60,000 Union troops.

3. Blindman's bluff with a buzz saw

At the end of May, General Joe Johnston could see that Jackson was doing a great job. All he (Johnston) had to do now was to defeat the 100,000 Union troops camped outside Richmond with his own 70,000. He thought that with the help of the rain-swollen Chickahominy river he could do just that for McClellan (much to his own disgust but under orders from Washington) had split his troops across it. A swift attack on the south side would give the Confederates a local numerical advantage and a good chance of success, as Union re-inforcements could only be brought in very slowly.

It was a good, simple plan involving the divisions of Longstreet, Hill and Huger advancing east along parallel roads to attack Keyes in front of Seven Pines but in the rain and the mud virtually everything that could go wrong, did, including disorganisation and delay on the march and a number of men being drowned in the morass of White Oak Swamp. Great confusion reigned on both sides and although at the end of the day the attackers could claim the capture of 10 guns and 6,000 rifles, at a cost of 6,000 casualties to their opponents 5,000 it could hardly be said to be a victory. Furthermore, Johnston himself was badly wounded and had to be relieved of his command. Johnston was being unfair to himself when he said "The shot that struck me down is the very best that has been fired for the southern cause yet" but certainly it was not a total disaster for the man appointed in his place was the President's special adviser, Robert Edward Lee.

The problem, as Lee saw it, was that McClellan, whatever his faults in an attacking role, was

primarily an engineer and an excellent one at that. Given time, he would simply use his superior fire-power to move slowly forward from one entrenched position to the next and ultimately, Richmond would fall. Before Lee could cope with this, moreover, he needed time to improve his own defences. Fortunately, the next ten days were solid rain and McClellan's heavy guns were immobilised. Any attempt to bring them up by railroad was neutralised by a 32-pounder mounted on a railroad truck - the first railroad gun in history. Shovels were handed out with the morning rations and despite initial grumbles about the work being "unfit for white men" the earth was soon flying.

Reinforcements were gleaned from everywhere possible until Lee had an effective force of about 85,000 men. The plan was to leave 30,000 in the newly-dug trenches to hold off the 75,000 McClellan had south of the Chickahominy and use the remaining 55,000 to attack the 30,000 to the north. Having defeated and hopefully captured a large part of this force, Lee would then take McClellan's supply base at White House, forcing him out into the open. On 12th-15th June J.E.B. Stuart and his cavalary completed a daring ride around McClellan's entire army, spreading confusion and confirming his dispositions. Jackson was coming down from the north and was due to arrive on the 25th so, in case of possible delays, the attack was set for the 26th.

McClellan was convinced that he faced about 200,000 opponents and was badly outnumbered. With the clear eyes of hindsight it is difficult to see how he could possibly have believed this figure but, accepting that he did, his subsequent actions, during the confusion which was to be known as the Seven Days, become explicable. If Lee was attacking with only 55,000 on the north it must be a feint and the real blow would come in the south. The only safe thing would be to fall back on the James River and Harrison's Landing.

After some minor fighting on 25th the Confederate forces moved north out of Richmond on 26th. Mechanicsville fell easily but an attempt to turn east across Beaver Dam Creek was repulsed by Union forces in a strong position. Their flank was due to have been turned by Jackson but he failed to arrive at all that day.

In the morning, on 27th, the position was taken fairly easily but this was because the Union forces had fallen back on a prepared position on Turkey Hill behind the Boatswain's Swamp creek. Here McClellan had put his engineering skill to work and the hill, protected by marshy ground in front, was defended by 35,000 men under Fitz-John Porter in a triple line of trenches with artillery above. With the arrival of Jackson in the evening the position was finally taken by assault but not without a total of 8,500 casualties.

Saturday 28th was largely spent trying to find out just where McClellan was retreating. When it became obvious that he was retreating on the James River, Lee had to revise his plans and now decided to attempt to catch McClellan's forces on either side of White Oak Swamp. On Sunday, Magruder, now out of the Richmond defenses, was ordered to meet up with Jackson and attack the enemy in retreat. The fact that Jackson failed to turn up contributed substantially to the defeat at Savage Station. McClellan was forced to abandon stores, and much ammunition was loaded onto a train, which was sent forward to the Chickahominy railway bridge where it detonated with spectacular results.

Monday, the sixth day, saw an almost incredible lack of co-ordination in the Confederate advance. Huger, finding his road blocked by felled trees, decided to cut another road through the forest. Holmes, deaf as a post, ran into a naval bombardment and stepped out of a house into the rain of metal with the classic comment "I thought I heard firing". Jackson, having difficulty crossing the White Oak Swamp creek, lay down under a tree at 3.00 pm and indulged in a siesta! Longstreet and A.P. Hill were the only ones really involved in fighting, wherein they succeeded in losing 3,300 men in a stand-up fight at Glendale.

On 1st July, the last of the "Seven Days", Lee discovered that the last of the retreat was being covered by troops on Malvern Hill, another position of great strength, held by Porter and Keyes with two divisions each, more than one hundred guns and a further 4 divisions in reserve if necessary. It looked deadly, and it was. Lee first attempted an artillery duel to see if that would achieve anything, which it did. It destroyed the Confederate artillery. Looking for and failing to find another approach, Lee would probably have been prepared to leave it at that, but confusion over orders meant that first Huger and Magruder and then Hill launched assaults, achieving nothing except another 5,500 casualties. Jackson, unaccountably, failed to arrive in time to take part in either assault.

The Seven Days has been described by historian Shelby Foote as being "rather like playing blind man's buff with a buzz saw". It has been called a Confederate victory and, in the sense that it saw McClellan off the premises (although only as far as the river and not off the peninsula) this is correct, but at a cost of 20,614 casualties to the Union's 15,849, casualties which it simply could not afford. McClellan might well have remembered Marshall Villars, commander to Louis XIV, who in 1709 retreated from Malplaquet after inflicting greater losses on his opponent: "If God gives us another defeat like this, your Majesty's enemies will be destroyed". He might also, of course, have remembered that Louis was a wise king and not given to stabbing his generals in the back.

THE GREAT GENERAL PURGE OF 1862

By June of 1862 Lincoln was getting a little tired of generals who failed to achieve. In particular, he was getting tired of McClellan, who seemed to do nothing but call for more reinforcements and materiel. "Sending that man reinforcements" he remarked " is like shovelling fleas across a barnlot". In order to see some action, therefore, he appointed Pope to command the Army of Virginia, formed by consolidating the commands of Fremont, McDowell and Banks, all of whom outranked him. Only Fremont took exception to this and his resignation solved another of Lincoln's problems.

He was replaced by Sigel. In mid-July, Halleck was appointed overall Commander-in-Chief to aid in co-ordination.

1. John Pope

On 26th June, as the Army of the Potomac was retreating from Richmond, John Pope received his new command. He made a bombastic speech to his new army which failed to impress those cynical gentlemen, particularly McDowell's men who had just about had enough of second-rate general officers. (Mistrust of McDowell eventually reached the stage where some of his men became convinced that by obeying his orders they would get themselves uselessly killed)

Nevertheless, by 12th July the army, McDowell and all, was occupying Culpepper and threatening Southern supply between Richmond and the ripening corn of the Shenendoah Valley.

Although he still had McClellan camped on his doorstep, Lee could not ignore this development and, judging McClellan to be the less kinetic threat, he sent A.P. Hill to join Jackson. He was correct about McClellan who was ordered to embark his army on 3rd August, leaving Lee free to move against Pope.

After some manoevering on both sides the armies were, by 22nd August, facing each other across the Rappahannock near Sulphur Springs. The position was too strong for Lee to attack directly so he sent troops around Pope's unprotected rear to cut his supply lines.

The first raid by Stuart's cavalry failed in its primary mission but succeeded in raiding Pope's tent for a haul including $350,000 payroll and the headquarters copy of all the week's dispatches. The second raid was by Jackson's infantry, the "foot cavalry" which was much more successful, taking out the Bristoe and Manassas stations and destroying almost a square mile of supplies.

Despite these annoyances, Pope reasonably thought at this point that he was about to achieve a great victory. Lee had split his forces totally, leaving Pope in the middle with a superior force. He raced down to Manassas after Jackson only to find that he had apparently vanished into thin air. The entire day of the 28th was spent searching for him. Eventually his army was located in the woods at Sudley Mountain near the Bull Run.

Jackson stubbornly refused to be defeated on 29th and on 30th the battle was fully joined with the addition of Longstreet's division. As the sun was setting a large-scale Union assault was caught in heavy enfilading artillery fire and broke into a rout. Having superior forces against a divided enemy Pope had succeeded in losing the battle, about 10,000 killed and wounded, 6,000 missing, 30 guns, 20,000 small arms and a huge quantity of supplies.

Lincoln wasted no time. On 2nd September Pope was relieved of his command and McClellan was placed in command of all the troops around Washington.

2. George Brinton McClellan

Lee had the victory and the field of battle but what he was to do with it was unclear. His already ragged army could not live in the ravaged northern provinces but to fall back was to lose any advantage he had just gained. He decided, therefore, to invade Maryland in which he could anticipate support from the civilian population, with the hope of influencing foreign opinion with yet another victory. Washington itself was too strongly defended but he hoped to capture the entire contingent at Harper's Ferry by attacking it from three sides. Dividing his army in enemy territory seemed unwise but he reasoned that the Union army was still demoralised and anyway, McClellan invariably moved with the speed of an octogenarian snail.

There were two points of miscalculation here. The army was in no way demoralised and was quite looking forward to fighting in friendly territory (Lee's support in Maryland was much smaller than he had anticipated) and, more importantly, McClellan had quite fortuitously come by a copy of Lee's entire plan of operations. When he knew precisely what his opponent was doing, even McClellan was capable of a fair turn of speed.

With his army split into five, Lee learned from an informer that his plans were known to the enemy. To extricate himself he needed time and on 14th September he sent Longstreet to reinforce D.H. Hill who was holding McClellan's army at Turner's Gap in South Mountain. At heavy cost he held the position, then retreated on 15th on Sharpsburg, behind Antietam Creek. On the same day, the garrison at Harper's Ferry surrendered, yielding 12,500 captives. On 16th, McClellan was, unbeknownst to himself, facing only 18,000 opponents and had he attacked that day he must have annihilated them. However, he did not and spent the day planning and investigating the terrain, allowing Confederate re-inforcements to arrive.

On 17th he attacked. Although Confederate re-inforcements under McClaws, Anderson and finally A.P. Hill arrived during the day McClellan at no time had overall odds worse than two to one in his favour. Nevertheless he failed, largely due to his inherent tendency to over-estimate enemy strengths. The result of this tendency was that he would not push forward at critical moments, believing that a trap was being laid with Rebels lurking behind every wood and ridge.

Disaster at Chancellorsville. *Eleventh Corps on the run*

Lee retreated the following night and, despite repeated urgings, McClellan failed to follow up. The campaign had cost the Union 27,000 troops (including 12,500 captured at Harper's Ferry) and the Confederacy only 13,500 but, as always, the North could absorb its losses and the South could not, particularly D.H. Hill's irreplaceable veterans lost at South Mountain.

McClellan reverted to his usual plan of doing nothing, despite Lincoln's continued orders to the contrary. During 10th-12th October he was made to look ridiculous by Stuart who again succeeded in riding right around his army, doing over a quarter of a million dollars worth of damage in the process. Lincoln sharpened his

axe and on 5th November McClellan was ordered to hand over his command to Burnside.

3. Ambrose E. Burnside

Ambrose Burnside did not want this command and said so, pleading that he was not competent, but he was over-ruled and in the end obliged to accept. What his superiors did not seem to realise was that Burnside did not suffer from false modesty. He was incompetent.

He started well enough, moving rapidly down the Rappahannock and planning to cross over to Fredericksburg on the 19th. Unfortunately, the pontoon bridges which he had ordered failed to arrive on time and Lee was able to move troops up to cover. Fredericksburg was overlooked by high ridges and once Lee had dug into these and ranged his artillery it was an obvious mistake to attempt a frontal assault. Burnside did so.

The result was much as might be expected. Lee allowed Burnside's troops to cross the river without opposition and take Fredicksburg. Frontal attacks on both wings failed bloodily and the army retired across the river again. The best that could be said was that Lee did not have the strength to counter-attack under the guns ranged on the other bank.

None of Burnside's staff had any confidence in their commander and did not hesitate to say so. Lincoln did not act immediately, but Burnside himself forced the issue when, on 23rd of January he wrote to Lincoln demanding either the dismissal of four officers (Hooker, Brooks, Newton and Cochrane) and the relief of six others from further duty or the acceptance of his own resignation. Lincoln unhesitatingly chose the latter and "Fighting Joe" Hooker was appointed as the new commander.

THE CONFEDERATE ADVANCE WEST FAILS

With the fall of Corinth at the end of May, the Confederacy could no longer hold Memphis. It fell to the navy on 6th June when the new Ellet rams carved through the Confederate fleet at a bulwark-crushing 15 knots. The Mississippi was now open as far as Vicksburg.

A re-shuffle of command then ensued. On 26th June, Pope was ordered east to meet his destiny at Bull Run and Rosecrans was given his command. Then on 11th July, Halleck was appointed commander-in-chief of all armed forces, east and west, and moved to Washington. Grant, who had been considering resigning after the Shiloh fiasco, inherited Rosecrans' army to be added to his own, giving him command of some 75,000 men.

At the other end of the line, Buell, ordered to march on Chattanooga, was having a dismal time. With cavalry and guerillas harassing his supply lines and Washington harassing his peace of mind he inched forward under half rations until, on 12th August, Morgan's cavalry destroyed an 800 ft tunnel on the L & N railraod by pushing burning rolling-stock inside. Buell was cut off from his supply base at Louisville and, learning that Bragg was advancing, decided that he must protect Nashville and fell back.

Bragg was by no means content to remain on the defensive and planned to recover both Kentucky and Tennessee for the Confederacy. Everything started brilliantly as Kirby Smith marched north with 12,000 troops and, on 30th August, met Nelson, defending Richmond with 7,000 green troops. It was a rather one-sided battle. Smith's total casualties were about 450; Nelson lost 206 killed, 844 wounded and 4,303 missing or captured. Lexington was "liberated" unopposed the next day.

Bragg himself was by now on the march and on 13th September he had reached Glasgow, Kentucky, placing himself neatly between Buell, who had moved north from Nashville to Bowling Green to protect the supplies there, and Smith in Lexington. Moving north to the Green River he forced the surrender of the 4,000-man garrison at Munfordville, another cheap and profitable victory.

Buell moved north again to Louisville and south-east towards Bragg and the two armies eventually met at Perryville on 8th October. Bragg was outnumbered three to one but an attack by Polk and Hardee routed the Union left wing under McCook.

On the opposite flank Crittenden's 22,500 men were held immobile by Wheeler's 1200 Confederate horsemen which, at odds of 18:1 against, was an impressive performance. Overall, however, the battle was indecisive, and Bragg retreated at midnight, heading back south with his spoils. Buell's pursuit was uninspired and Bragg was back in Knoxville by 22nd October.

Lincoln was mightily unimpressed by the whole effort and, on 24th October, Buell was directed to turn his command over to Rosecrans.

At the western end of the line, on 20th September, Grant very nearly succeeded in trapping Price with 15,000 men in Iuka, about 20 miles east of Corinth. He planned a pincer movement with Ord coming from the north and Rosecrans from the south. Rosecrans' attack went in but Ord, upwind, did not hear the guns and assumed that the smoke was Price destroying stores. The attack the following morning was much better co-ordinated but unfortunately, Price had already slipped away during the night.

The real fight occurred about three weeks later at Corinth itself. Price had combined with Van Dorn and with a total force of 22,000 determined to retake this strategic centre from Rosecrans who had a similar number of troops present there. It was an optimistic undertaking from the first as Corinth had a double ring of entrenched fortifications, the outer ring built by the Confederates themselves and a new inner ring. Attacking on 3rd October, Price and Van Dorn succeeded in forcing the Union troops back to the inner fortifications but a continuation of the attack on the following day ran into a brick wall. Confederate casualties were over 4,000 compared to 2,500 Union and the western end of the Confederate offensive ground to a sudden halt.

In replacing Buell with Rosecrans, Lincoln had expected an immediate renewal of the offensive, but Old Rosy was not to be hurried. Eventually, at Christmas, having learned that one of Bragg's divisions had been detached and also that Morgan and Forrest were off raiding in Kentucky and West Tennessee (which might have been bad for those states but which kept the Confederate cavalry out of the way) he moved off to the south-east. The march was in three columns under McCook, Thomas and Crittenden and on the last day of the year the two armies came together in front of Murfreesboro.

Both Bragg and Rosecrans had planned to attack the enemy's right flank but Bragg was faster off the mark and Hardee's and Polk's divisions swept through those of McCook and Thomas, pushing them back and to their left. Rosecrans moved to the right flank to direct matters personally, first making sure the left was secure. His orders to Colonel Price, defending the ford there, are a model of clarity in a war where confused orders had lost many battles:

Rosecrans: Will you hold this ford?

Price: I will try, sir.

Rosecrans: (unsatisfied) Will you hold this ford?

Price: I will die right here!

Rosecrans: (still not happy) Will you hold this ford?

Price: Yes sir.

Rosecrans: (riding off) That will do.

By personally directing as much of the field as possible and organising stopgap defenses he managed to form a line bent back ninety degrees to the original. This line was held against repeated assaults until sunset at about 4.30 pm when firing ceased. Rosecrans had lost about 12,000 casualties to Bragg's 9,000 and had been swept off the field and Bragg waited confidently for him to retreat. Rosecrans spent the night in indecision but apparently serving with Grant had had some effect for he refused to leave.

This left Bragg with a problem, for he did not really have the strength to renew the assault. New Year's Day was mostly quiet with Bragg still hoping that Rosecrans would retire. He did not, which only increased Bragg's problem for now the Union army had had a whole day in which to re-organise and dig in. He tried an assault on the enemy left which resulted in nothing more than another 1,700 casualties. Bragg finally gave up and, on the night of the 3rd, retreated back to Tullahoma. Rosecrans was too battered to follow up but he had gained Murfreesboro by virtue of sheer stubbornness.

LINCOLN AND THE PROCLAMATION OF EMANCIPATION

On 23rd September 1862, Lincoln gave public notice that, in one hundred days, he would issue a document declaring all slaves in rebel-held areas to be free. Any states returning to the Union within that period would be allowed to keep their slaves, or at any rate be compensated for the loss of them.

The announcement was widely criticised, many noting that slaves in Union-loyal areas would not be affected by the proclamation and that slaves in Confederate-loyal areas were beyond Lincoln's power anyway. Nevertheless, on 1st January when the hundred days had expired, the Emancipation Proclamation was signed, despite the fact that no Southern state had taken advantage of the period of grace.

Like many of Lincoln's actions, apparently naive it was in fact extremely shrewd. It succeeded in satisfying the radical, abolitionist members of his party without simultaneously alienating those Union states which still practised slavery. In terms of foreign policy it put the South firmly in the moral wrong, implying quite clearly that support of the Confederacy was the equalivent of support for the institution of slavery. Foreign opinion was appeased. Finally, among the populace of the United States, unconcerned with the technicalities of the document, Lincoln was fixed in their minds and in history as the Great Emancipator, even if this was not strictly true. ◆

THE BATTLE OF CHANCELLORSVILLE

2nd-4th May, 1863

In conception, and to a certain extent in execution, Chancellorsville was one of the most elegant battles of the Civil War despite being fought in an awkward tangle of vegetation known as the Wilderness. It involved three extensive turning movements with first Lee, then Hooker, then Lee again being obliged to change front and manœuvre. Hooker's total force of 130,000 was more than twice the size of Lee's.

Despite its ignominious conclusion, Hooker's plan was excellent. Having sent his cavalry to attack Lee's communications he crossed upriver with a force of about 60,000: Couch's corps crossing at United States Ford and Slocum, Howard and Meade crossing further upstream at Kelly's Ford. Sedgewick simultaneously crossed just below Fredericksburg on pontoon bridges and established a bridgehead. On 30th April Hooker paused at Chancellorsville to order Sickles's corps to join him from the left, bringing his force to over 75,000.

Looking at Sedgewick's bridgehead, Lee guessed that the main attack would be from upstream and was obliged to leave his prepared positions, sending Jackson to re-inforce Anderson and McLaws who were holding the line there. However, on 1st May, when Union and Confederate forces marched into each other, Hooker unaccountably failed to press forward and fell back on Chancellorsville.

The following day, it was Hooker who was turned, for Jackson had taken a circuitous route south to attack Hooker's right flank near the Wilderness Church. Due to the delays of the march, Jackson was not able to attack until after 5.00 pm and while it drove the flank inwards, Hooker's army was still intact at sunset, two hours later. In a tragic accident, Jackson was wounded in the left arm by his own men, from complications of which he died a week later.

May 3rd saw Hooker's army contracting in an ever-diminishing arc, towards the U.S. Mine Ford. The withdrawal was mostly directed by Couch as Hooker had been temporarily disabled when a shell caused a section of his headquarters to descend upon him. Lee occupied Chancellorsville at about 10.00 am and was preparing a further assault when he was turned for the second time.

The cause was Sedgewick who, after hard fighting, had driven Early from Marye's Heights and was now marching towards Lee's rear. Lee was forced to send McLaws with 7,000 men to slow him down which he managed to do, holding Sedgewick east of the Salem Church overnight. In the morning Lee, realising that Hooker had gone completely onto the defensive, left Jackson's corps (now under Stuart) to hold him and moved against Sedgewick's position. He could not shift him from Bank's Ford however, across which he escaped that night.

Lee moved back against Hooker, who still outnumbered him from a strong defensive position. But Hooker's nerve had gone and he too retreated back across the Rappahannock. As he said later "For once, I lost confidence in Joe Hooker".

South Mountain
Cont. from page 33

The likelihood variable allows users to examine the possible outcomes of a battle when the arrival of reinforcing troops is uncertain. Before making some suggestions for this scenario, it is worthwhile to have a look at the mechanism which drives the variable.

There are eight *likelihood* values and the number of turns dealy imposed by each is shown below.

Likelihood	Formula	Turns Delay
7	none	0
6	Rnd 3+0	0-3
5	Rnd 3+1	1-4
4	Rnd 3+1	1-4
3	Rnd 7+2	2-9
2	Rnd 7+2	2-9
1	Rnd 15+2	2-17
0	Rnd 15+2	2-17

Each side is treated separately. At the beginning of the game the computer will generate delays due to each likelihood value; e.g. all Union units with a setting of '5 could be delayed 3 turns. This allows whole formations to arrive (or not arrive) at the same time. Note that formations which are delayed for 8 or more turns will not arrive at all, even if there are more days in the battle. Units with their arrival turn set at 0 will start on the board and are not subject to likelihood effects.

VARIATIONS

1. This variant postulates balanced delays to both sides to promote uncertainty. All units in Reno's Corps should have their arrival turns advanced by 1 and their likelihood values set to 6. All units in Hooker's Corps should have their arrival turns advanced by 3 and their likelihood values set to 5. G. B. Anderson's, Rodes' and Ripley's brigades should have their arrival turns advanced by 1 and their likelihood values set to 6. G. T. Anderson's, Drayton's, Jenkins' and Garnett's brigades should have their arrival turns advanced by 3 and their likelihood values set to 5. All units in Hood's Division should have their arrival turns advanced by 3 and their likelihood values set to 4. With this option, no unit can have an arrival turn of 0. The earliest is 1.

2 We can examine what may have happened had McClellan ordered his men forward earlier. All units in Reno's Corps (except Cox' brigade) should have their arrival turns altered to turn 1 and their likelihood values set to 5. All units in Hooker's Corps should have their arrival turns altered to turn 1 and their likelihood values set to 3. With this option there is a small chance that Hooker's Corps won't arrive at all; this means they were sent to Crampton's Gap. Confederate forces can use either the historical arrival times or the times suggested in variant 1.

DESIGN NOTE

Although Longstreet was senior to Hill when he arrived on the battlefield, Hill has direct command of most brigades to allow the flexible response exercised by him during the battle. (And to let a human player control the full day's action when commanding the South.) ◆

Letters
Cont. from page 22

could come up with was little different to the information you can get by cycling through your brigades.

(3). We searched desperately to try and find room to display brigade names in full; Wilder and Garnett look much better than Wil and Gar. To go to 11 characters (instead of 3) would have cost another 1K of memory.

(4). The generic save game labels were introduced in an effort to cut down on the number of separate items we need for each game. Stock control has become a nightmare.

The variable size of the scenario maps in our games makes the production of separate map cards very awkward. If you keep a constant grid size you end up with some mighty blank maps or maps of different sizes. If you vary the grid size, the result looks unprofessional.

(5). I'm afraid you and I are in the minority here. Even at SSG there has been concerted *push* to make as much information available as possible. The onus is on me to make sure that knowledge of the game mathematics is no substitute for sound military strategy.

Dear Sirs,

I purchased *Reach for the Stars* (1st ed.) several years ago on impulse. I am, and have been for many years, an avid wargamer, both board and tabletop games. I found RFTS to be a challenging, reasonably fast and exciting game. I had purchased other wargames, notably WWII games produced by other companies, and so at the first opportunity I procured *Carriers at War.* This game was (and still is) so far ahead of other games on the subject that I was converted to a fanatical SSG supporter!

Since then I have purchased each new game as soon as was humanly possible and waited with eager, greedy anticipation for the next. The *Battlefront* gaming system is the best simulation of WWII regimental-level combat that I have yet seen in any medium. If I had a dollar for every hour that I have spent pitting my meagre wits against those of the fiendishly cunning, artificially intelligent game routines, I would be able to afford to give up my job so as to spend more time with them.

I read in Run 5 (7) that you never get sick of people telling you how great you are, but this letter is long-winded enough now, I think. I will conclude this passage of praise by saying that I am pleased to see an Australian company that is truly leading the field in its chosen field.

Yours with enthusiasm

Bruce Harvey
Rockhampton, Qld. Oz.

Dear Strategic Studies Group,

I have just purchased your *Decisive Battles of the American Civil War* game and I think it is excellent - your best effort yet. The balance between tactical and strategic decision making is just right. The combat system takes a little "getting used to" but it's a good representation of warfare in that era.

What happened to the *Reach for the Stars* (3rd ed.) new rules and scenario that were supposed to be in issue 8 of Run 5? (They're in this issue... another slight delay. Ed.)

One final observation; the play balance in the *Battles in Normandy* scenarios strongly favours the Germans. Is this intentional? (No... but you're probably right. Try using the upgrades as suggested in Issues 8 and 9. Ed.)

Charles Merrow

San Diego, Ca. US ◆

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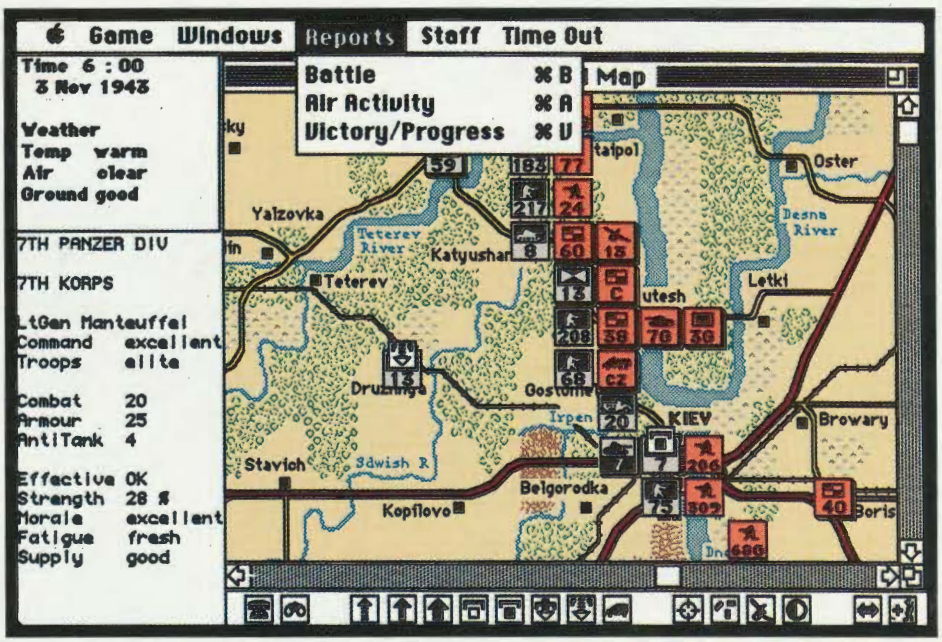

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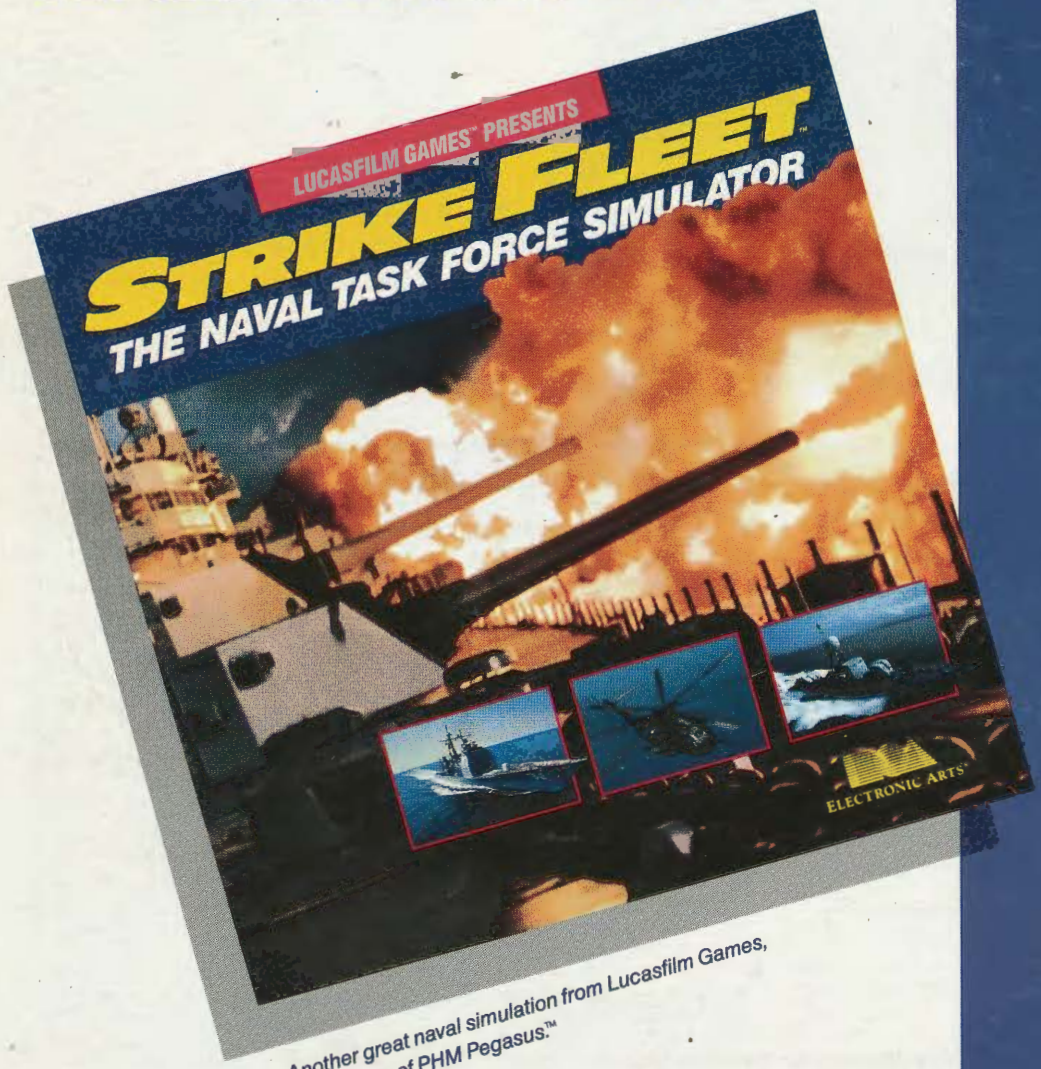

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